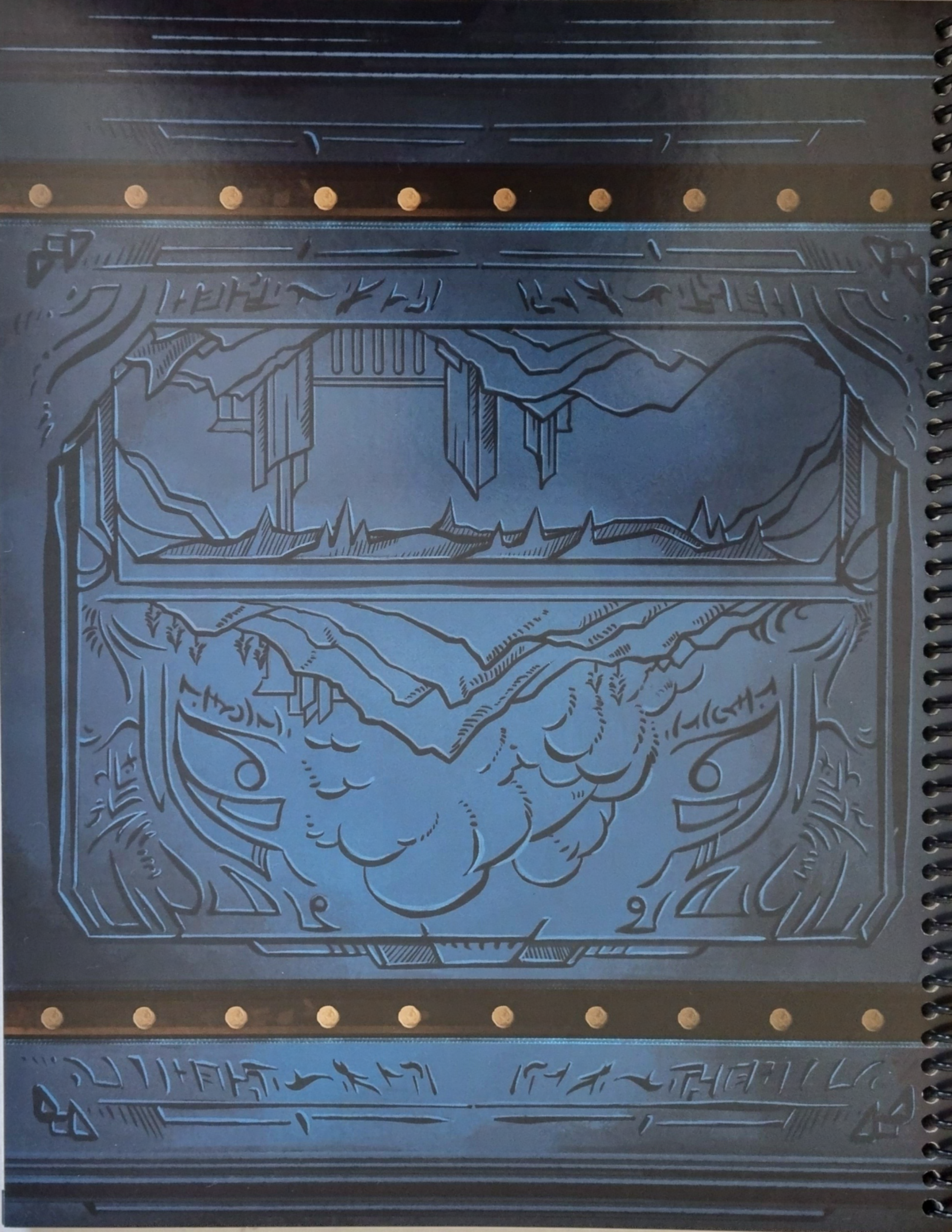


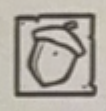
SLEEPING GODS: DISTANT SKIES

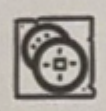
STORYBOOK

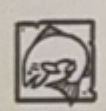
WRITTEN BY RYAN LAUKAT, MALORIE LAUKAT, BRENNA ASPLUND

ILLUSTRATIONS BY RYAN LAUKAT

THE WRITERS OF EACH STORY ARE INDICATED WITH THE FOLLOWING ICONS:

 RYAN AND MALORIE LAUKAT

 MALORIE LAUKAT

 BRENNA ASPLUND

STORYBOOK EDITED BY MALORIE LAUKAT

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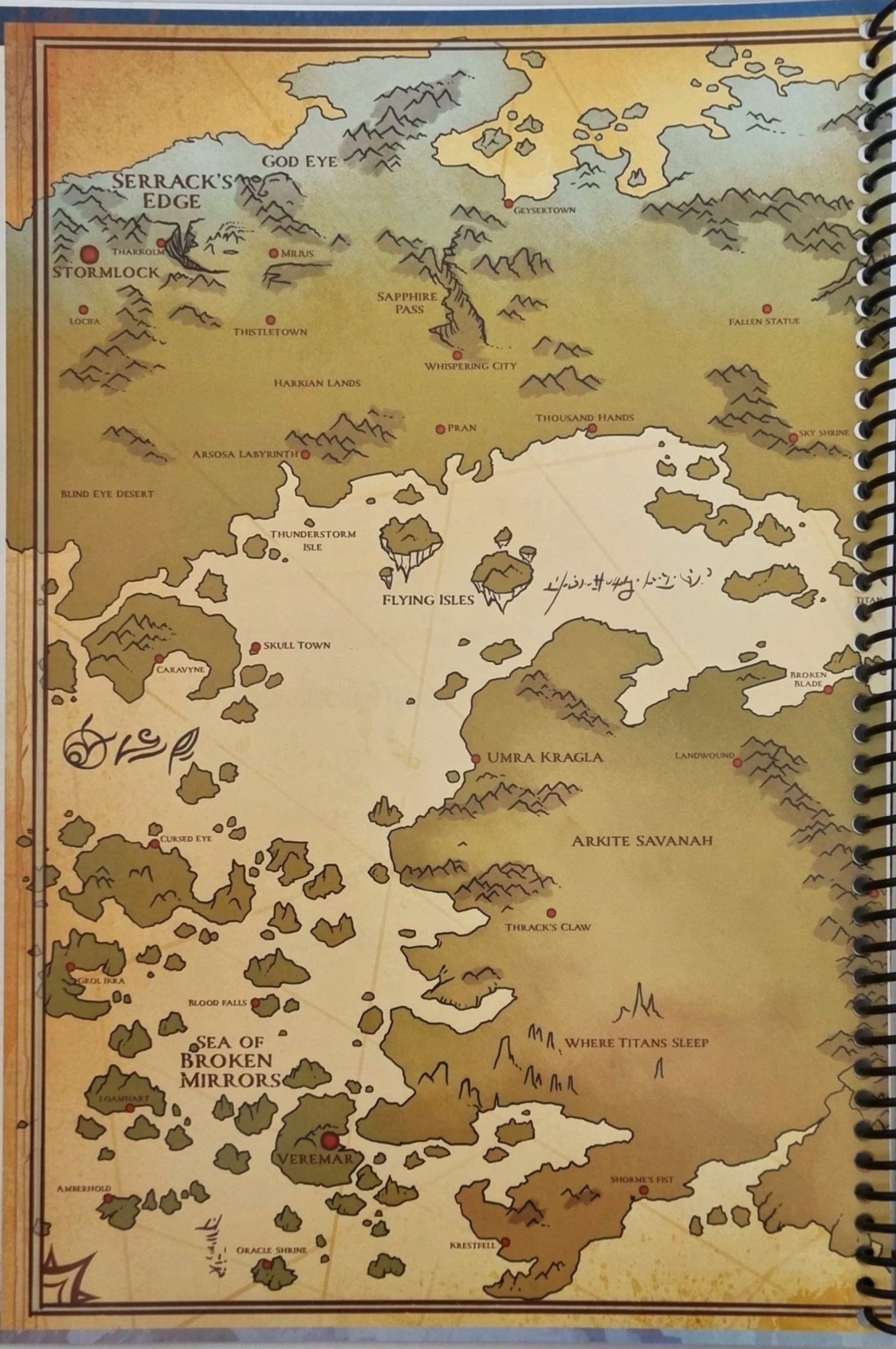

GOD EYE
SERRACK'S EDGE
GEYSERTOWN
THARKOLM
MILIUS
STORMLOCK
SAPPHIRE PASS
LOCIFA
THISTLETOWN
FALLEN STATUE
WHISPERING CITY
HARKIAN LANDS
THOUSAND HANDS
PRAN
SKY SHRINE
ARSOSA LABYRINTH
BLIND EYE DESERT
THUNDERSTORM ISLE
FLYING ISLES
SKULL TOWN
CARAVYNE
BROKEN BLADE
UMRA KRAGLA
LANDWOUND
CURSED EYE
ARKITE SAVANAH
THRACK'S CLAW
GROL IKRA
BLOOD FALLS
WHERE TITANS SLEEP
SEA OF BROKEN MIRRORS
LOAMHART
VEREMAR
SHORME'S FIST
AMBERHOLD
ORACLE SHRINE
KRESTFELL

MOUNT ZELOK
GUR LOK
EMBER EYE
PORTHAVEN
AURORA TOWNSHIP
ORIGIN PILLARS
LYNN'S GROVE
GLANCE
LUKRA
BLOOD ROCK
LAST HOPE
CITY OF ASHES
ZIKURA
EYE OF THE ROCK
THE WANDERING SEA
ALZARRIA
PANN RUINS
MEECRA'S SHRINE
PIG RIBS
MYTHAN HOLD
CRYPTS OF YVHAL
HUNTER'S HAVEN
ZACRA'S PYRAMID
MULNIC'S GROTTO
TO UNDERWORLD
SPIDERWEB
RIVERS OF KEMTER
THRAM OUTPOST
ZOKMERE
JUNGLES OF HELN
URF MURKA
FIREHAVEN
MYTHAN FORTRESS
GRASP
MURLEEKA SWAMPS
URSLAN
ZEEKROM
MAP OF THE
WESTERN LANDS
OF THE
WANDERING WORLD

1

If keyword MURK, you may turn to 1.3.
If keyword SUMMON, turn to 1.5.

Henrik rests near a smoky fire. A piece of spit-skewered meat sizzles over the dancing flames.

A. Examine Henrik's collection of books and maps.
SAVVY 7
Fail: Return to the map.
(Turn to 1.1)

B. Ask Henrik where the lost passengers went.
(Turn to 1.2)

C. Ask Henrik what happened to his plane.
(Turn to 1.4)

D. Check on your plane's cargo.
The plane must be at Henrik's Camp.
Unavailable if keyword ART.
(Turn to 1.9)

E. Leave
Return to the map.

1.1

A gently folded parchment falls from one of Henrik's journals. It's a map leading to a temple in the mountains to the northwest.

Gain quest 4.
(Turn to 1)

1.2

"Help me with supper, and I will tell you what I know." Henrik hands you a smooth clay pot of dried herbs. "They all split up as soon as we met Meecra. Some went looking for totems. A few of us stayed here to wait for the other passengers to return."

"How many passengers were there?" you ask.

"There were twenty when we landed, but not all are still alive. The twins and I were waiting here for the others to return with enough totems for Meecra, but now that we have you to help us, our chances are much greater."

"Twins?" asks Ed. "I didn't see anyone else around."

"Yes, there was a young woman and her brother. They went to the lake to catch fish, but I haven't seen them in days."

Gain quest 5. Gain adventure card 28 (Roast Meat).
(Turn to 1)

1.3

"A woman by the lake sure got our attention," you say. "I could see half her organs through her bare ribcage! She said Meecra was keeping things from us."

Henrik laughs. "You'll soon learn not to trust this place. Everything and everyone here is mad. It's a tangle of myth and magic which I do not pretend to understand. But I can tell you one thing. I've had enough of it. I want to go home and see my children."

"It must be torture sitting here wondering if you'll see them again," says Ed, and he and Henrik fall into somber silence.

(Turn to 1)

1.4

"If your plane was destroyed when you came through the portal, how did you survive?" you ask.

Henrik's eyes betray an anger that his voice doesn't show. "We landed safely, but Ibsen took the plane back up, the selfish bastard. Of course, he didn't make it. The Helthark got him—dashed the plane against the cliffs like it was a sparrow."

"Helthark?" you ask. "You mean the monster?"

"That monster is the guardian of the God Eye," Henrik explains. "That's what the locals call the portal. The Helthark protects this world from people like us."

"Can it be killed?" you ask.

Ezarius replies. "You're looking for a quick solution, but there is none. You can't kill a titan with guns and knives! No, we must try to make the monster sleep. We must get Meecra's help."

(Turn to 1)

1.5

You search through the camp for Henrik and find him on the ground shivering, his eyes dilated. "She is back for me. The woman. Back for us. She will not let me...but I must. I cannot find my way out." You hear the spirit woman's triumphant laughter, but you can't tell where she is.

A. Trick the spirit woman into showing herself.

CUNNING 12

Fail: -9 health. Two characters gain madness.

(Turn to 1.6)

B. Recall what you learned from the monk to make the spirit woman appear.

SAVVY 13

Fail: -9 health. Gain madness.

(Turn to 1.6)

1.6

The hazy form of the spirit woman condenses until her features sharpen. She hangs above Henrik, holding a totem to his forehead, her eyes fierce and furious. She flashes her twisted face toward you and a dark strand of energy rips the air between you, as if she could pull your own mind from your body.

Resist the power of the stone.

MOXIE 12

Fail: -13 health. Gain weakened.

You press forward and the tension in your mind grows. The woman's ghastly face turns with a shriek. "You can do nothing to me, but I'll soon have control over Henrik's body. He'll be my hands and feet in this world." She holds the totem high in the air. "It's too late to save him. Take this totem from my hand now, and Henrik will die."

Jessie grips your arm, pulling you back. "You can't attack her," she pleads. "She'll kill Henrik!"

A. Snatch the totem from her hand.

PERCEPTION 10

Fail: -9 health.

(Turn to 1.7)

B. Using what you learned at the temple, send her back to the spirit world.

Pay 1 of any resource.

CRAFT 12

Fail: -9 health. Gain madness.

(Turn to 1.8)

1.7

You pull free of Jessie's grip and reach for the totem. The ghost woman screams, releasing the stone and Henrik's body, both of which fall into a heap on the ground. Her voice carries on an eerie wind as her body drifts away. "You've killed him, you fool."

Henrik is still. You check for a pulse, but there is none.

"Claire, how could you?" says Jessie, dropping to her knees. Tears run down her face into the muddy grass.

Complete quest 120. Gain quest 125. Two characters gain low morale. Gain adventure card 95 (Thought Stone). Cross off location 1. Return to the map.

1.8

A white fissure opens in the air and the ghost woman screams. Hot light burns your eyes, and she reaches frantically toward you as the fissure pulls her in.

Henrik stumbles to his feet, his mind free from the grip of the totem. "That could have been the end of me," he says. "She has been attacking us since we first arrived. I am finally free of her now, thank God, and thank you."

Miguel clears his throat. "The next time someone asks us to summon them from the spirit world, I hope you will reconsider."

"Yes," you say. "And also, the next time someone asks me to fly them and their employer to a secret art deal in Honolulu." You smile sweetly, and Miguel gives up his lecture.

Complete quest 120. Gain adventure card 96 (Henrik Krag). Gain 2 jadeworm eggs. Cross off location 1. Return to the map.

1.9

"We've been robbed!" Ed stands next to an open crate entirely devoid of any valuable artworks. "All the crates are empty! I'm ruined!"

"No!" shouts Miguel, searching around the empty crates as though the missing art could have merely been misplaced. "How could this happen?"

Ezarius approaches, looking mildly concerned. "What has been stolen?"

"Art," explains Jessie, also searching around for potential clues. "You know, paintings and stuff. Ed makes a living as an art trader. He had a big sale lined up in Honolulu."

"I see," says Ezarius, his tone dismissive. "This is about money, then. Aren't there more important things to worry about right now? Like getting you all back home?"

"It's not about money!" snaps Ed. "There was a—" Ed glances at Miguel, looking suddenly guilty. "Never mind, we just... we need to get my stolen property back as soon as possible. This has to be our top priority. I insist on it."

(Continued on next page.)

You agree to keep an eye out the next time you're at a market, to see if you can catch anyone attempting to sell any of the stolen pieces.

Gain quest 156.
(Turn to 1)

2

Claws of ice grip the granite cliffs, melting into dark gurgling streams along the cracks in the stone. You scramble up to a shelf cut into the mountainside. From behind a rocky rise comes a furious pack of enormous beasts—fur-covered mammals from an ancient glacial age. Their pounding feet make the mountain shake around you.

"You were an animal handler." Jessie says. "Get in there and wrangle them!"

"I would," you snap, "but we left the salted peanuts on the plane."

COMBAT 6, 7 (Level 6)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 2.1)

2.1

The mammoths retreat, leaving a trail of crimson in the ivory snow. Past the battleground is a cave with walls like hardened cake batter. Paintings on the ceiling depict a grotesque rat god atop a throne of wolf skulls. The rodent deity rests its many limbs on a bulbous stomach—stretched from a recent feast of refuse and moldy food. A pile of offerings is spread on the cave floor.

Gain quest 139. Gain adventure card 2 (Net Gun). Gain 1 fire quartz, 1 torch, and 1 rope. Cross off location 2. Return to the map.

3

Wandering Encounter (See opposite page.)

4

If keyword TEMPLE, you may turn to 4.1.

You see the climbers before they notice you. Their bodies are limber and strong, with the heads of horses. They ascend the jagged cliffs in deft silence.

"Harkians," mutters Ezarius.

Miguel inches forward to get a better look, but he trips, kicking rocks down the slope in a chorus of pops and cracks. The harkians turn, sliding down the slope toward you with alarming urgency. Words catch in your throat as they snap their teeth and draw their weapons.

COMBAT 1, 2, 3, 4 (Level 5)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 4.2)

4.1

A corridor of crumbling columns runs deep into the mountain, where darkness huddles in cracks and corners and gathers in the chambers ahead. Statues with round faces drip with yellowed cobwebs, their double tongues hanging out in cheeky expressions. Miguel inspects one up close.

"You could put this on Notre Dame, and no one would blink an eye."

Jessie creeps up behind him. "Don't stand too close. It could bite!"

Miguel startles, and despite his proud posture, his face blushes red as an apple.

A. Explore the temple.
Lose 1 torch OR -12 health and gain frightened.
(Turn to 4.3)

B. Turn back.
Return to the map.

4.2

Miguel watches the retreating harkians. "It feels like God is punishing me."

Jessie punches Miguel's arm with a grin. "Nah, you're just loud and clumsy."

Miguel shrugs. "Maybe that's how I messed things up with Ruby."

Ed stands on a nearby rock, brushing dust off his suit and scowling. "She's been miserable lately. You better fix things when we get back to San Francisco."

Gain 2 gergon leaves, 1 torch, and 1 sand honey. Return to the map.

3

Hike to the far mountain.

-2 -2

Adventure card 29

Scout the thieves' hideout.

5 Fail: -3

Quest card 11

Talk to the old hermit.

Pay any 1 resource.

Quest card 1

Break into the treasury.

11 Fail: -7

Quest card 12

Search the bridge.

-1 -1

Adventure card 30

Sit and think about life.

Remove 1 low morale.

Venture through the fog.

or

Investigate the wreck.

-3

Quest card 2

4.3

Centipedes skitter underfoot. You follow their paths to a dark pool in the floor. As you peer into the water, ripples from the edge merge to form an amphibious face, its slimy voice coaxing you to come closer.

"Distant gods with sickly faces mourning,

Wakened, they step beyond the sleeping tower.

Hostile friends bestow these cursed tools,

With power, gods and mortals adorning."

The face laughs. "This is the riddle. What are the tools? Tell me the answer, you who dare explore this temple to Ohmlude."

As you listen to the words, your mind becomes muddled.

A. Clear your head and go deeper into the temple.

CUNNING 12

Fail: Return to the map. (The words of the face muddle your mind and you wander into the mountains.)

(Turn to 4.4)

B. Try to solve the riddle.

Write down a one-word answer on the campaign sheet.

(Turn to 4.6)

4.4

A pile of damp rubble blocks the corridor, crusted with a fine layer of lime and minerals.

STRENGTH 12

Fail: -10 health. (A loose boulder tumbles down the pile, crushing hands and feet).

(Turn to 4.5)

4.5

After hours of scraping and digging, you enter the final chamber of the temple. A statue of a short, round woman with curly hair stands in the middle of the room, guarding a pool of water. Tiny clouds of silver light flutter from the glassy surface. They skim across the walls and up into the woman's face, lighting her stony expression with a wry, enchanting glow.

She holds a fishing pole and a sword like frozen metal. The pole pries easily from her hand, and you cast the line into the pool. Out jumps a fish made of stone, eyes of diamonds, and as it touches the ground, it hardens into a lifeless statuette. You remove one diamond eye and put the fish back into the pool, where it wriggles away.

Complete quest 4. Gain adventure card 7 (Ice Blade). Gain 1 ice diamond. Return to the map.

4.6

If you answered any of the following: Totem, Totems, Artifact, Artifacts, you answer correctly.

(Turn to 4.4)

If you did not answer correctly, you wander the temple for hours in a state of confusion. Move the time track 1, lose 5 stamina, and -9 health.

(Turn to 4.4)

5

Wandering Encounter (See opposite page.)

6

Mountain winds tickle the ochre grass, brushing the valley until thousands of stalks sway like waves on a yellow sea. Meecra's shrine, a monolith carved with a crescent moon, casts a long, dark shadow, like a patch of night that has not yet melted away. A thick cloud gathers around the base of the boulder, and Meecra strides out.

"How goes your search? We must hurry. Orfash grows stronger the longer we wait."

A. Ask Meecra to tell you more about totems.

(Turn to 6.1)

B. Ask Meecra where to find totems.

(Turn to 6.2)

C. Leave.

Return to the map.

5

Climb the old tree.

5 Fail: -3

Quest card 27

Mend an old coat.

4 Fail: -3

Adventure card 83

Solve the stone lock box.

6 Fail: -5

Adventure card 35

Explore the dark cave.

6 OR Fail: No reward

Quest card 18

Sit and watch the trees.

Quest card 28

Examine tree carvings.

Quest card 106

6.1

"The power of the totems is linked to the power of the gods. As the gods have grown weak, the power of the totems has faded. If you rejuvenate enough of them, I will have the power to make the Helthark sleep and allow you to go home."

Meecra picks a dried, red blossom and crushes it in her fingers. The peppery aroma soon has your eyes watering.

"The burning of this sunrose is strong but momentary. The power of a totem now fades just as quickly. To return their power you can use local herbs, though sometimes it takes more precious ingredients. But there are maps and clues to help you find them. Here, take this one."

Gain quest 13.
(Turn to 6)

6.2

Meecra shakes her head. "I wish I knew where the totems are. They've been scattered every way the wind blows and hidden in the shallowest pockets and the deepest graves. The best thing to do is keep your ears open and your minds sharp. Something so powerful isn't easy to hide."

"What about Orfash? You said he plans to destroy you."

"Yes, that's true, but if you bring me enough totems, perhaps he won't succeed and I can get you home."

(Turn to 6)

7

If keyword SALAMANDER, turn to 7.6.

Narrow boulders wear moss like satin nightgowns, at their feet a set of gaping caves. You and Jessie decide to take a look. You catch her as she misses her step on a patch of loose gravel.

"Thanks, Claire. I'm sure Grandpa would be glad you're here watching out for me."

"That's a laugh!" you say. "George thought I was irresponsible."

"No, he always liked you better than me," Jessie replies. "I asked him so many times to teach me how to fly. You know what he said?"

"That it's too dangerous?"

"That I didn't have the brains for it," Jessie kicks a nearby stone, sending it hurtling down the slope. "And then he taught you."

A. Tell her you'll teach her to fly.
(Turn to 7.1)

B. Tell her she should have stood up for herself.
(Turn to 7.2)

C. Say something mean about her grandfather.
(Turn to 7.3)

7.1

"Sorry, Jess. I didn't know," you reply. "I can teach you to fly if you want."

"Nah, I've got baseball now. Grandpa would take the plane away anyway. You know that. Flying that big bird ain't cheap."

"If we ever get back home, I'll never hear the end of it," you say, chuckling.

Gain quest 31.
(Turn to 7.4)

7.2

"You gotta stand your ground, Jess. Don't let George tell you what to do."

Jessie grimaces. "What do you think I've been dealing with, here? I'm a female baseball player, for crying out loud. Every man I meet thinks I should be home baking pies!"

"They wouldn't be saying that if they'd tasted your pies," you say and she makes a face.

(Turn to 7.4)

7.3

"George has the nerve to mention brains? The guy couldn't keep the company books straight if he had Einstein for a tutor."

"He's plenty smart! Grandpa built his business from nothing!" says Jessie. "Does he know you talk about him like that?"

You flush with shame.

(Turn to 7.4)

7.4

At the cave entrance, milky-white bats fling themselves from the darkness, letting out shrill cries and diving at your heads. Jessie tumbles backward as a bat claws her face.

"Gimme my bat!" she yells.

Jessie loses 1 health.

A. Fight off the bats!
(Turn to 7.5)

B. Flee deeper into the cave.
(Turn to 7.6)

7.5

Jessie smacks a screeching bat like it's a fastball. When she swings for another, she clips a hanging moss clump, and a glittering rock flies out, rolling until it hits Ed's shoe.

"You've certainly got a gift," says Ed as he snatches the stone before dodging another angry bat.

The air roars with shrieks and squeals as bat reinforcements swarm around you, slashing and biting as you struggle to fight back. You run from the cave at full speed until the bats call off their assault.

Gain quest 19. -7 health. Gain 2 meat. Cross off location 7. Return to the map.

7.6

You fight through the swarm and run deep into the darkness of the cave.

OBSTACLE: Darkness

Lose 1 torch OR take 5 damage and gain frightened.

The air grows hot, and the bats cease their assault. Acrid steam pours from geysers in the floor, making you light-headed. You wonder if you're hallucinating when four bulbous eyes appear in the shadows above you, but they move closer, and the cavern shakes as an enormous salamander stomps across the wet stone, its ancient scales rippling over transparent skin.

MOXIE 9
Fail: Gain frightened.
(Turn to BOSS 2, on the next page)

7.7

The ancient salamander retreats to hellish depths, leaving you to investigate the cavern. A glowing, red sword lies in a carved box nearby.

Complete quest 29. Gain adventure card 36 (Salamander Sword). Cross off location 7. Return to the map.

8

If keyword TERROR, turn to 8.1.

As you wander, lost in the rugged landscape, a memory repeats like a scratched record: your father sits in his chair, dirt clinging to the wrinkles on his cheeks, his hair matted from the canvas hat he wears through long hours on the road. You stand across from him, ready for a scolding.

"We sent you to live with Uncle George so you'd go to a good school."

"I'm learning to fly now," you tell him. "And I'm a crackerjack shooter! You should see me at the traveling show."

"Your mother wanted you to have an education—to be strong and independent. Not every young lady is that lucky."

"I am independent!" you say. "See?" You storm off, leaving your father in silence.

A ragged howl pulls you back to reality. Is it coming from the sentinel pines ahead, or from the pale fog beyond?

MOXIE 12
Fail: Gain frightened. Return to the map.
(Turn to 8.1)

8.1

At the edge of the trees, ghostly creatures bound through the fog like hunting hounds.

"Perhaps after we kill you, we will offer your bones to the faded gods, and they will let you join us."

COMBAT: 12, 13 (Level 6)

You may run from this combat at the end of any enemy phase. If you do, gain quest 30 and return to the map.
(If you defeat the enemies, turn to 8.2)

BOSS 2: FIRE SALAMANDER

TAIL
2 +
BELLY
2 +
2
2
FRONT LEGS
2 +
HEAD
2 +
Deal 1 damage to all.
(Level 11) You may run from this combat at the end of any enemy phase. If you do, gain quest 29 and return to the map. (If you defeat the enemy, turn to 7.7)

8.2

The creatures retreat, their chilling howls reaching through your ears and gripping your very soul. The sound is pure pain, but it soon fades.

Gain madness. Complete quest 30. Gain 1 gergon leaf, 2 blood flowers, and 1 sand honey. Cross off location 8. Return to the map.

9

If keyword LIBRARY, turn to 9.1.

A horse-headed traveler approaches you, bowing slowly with his arms spread to show he's no threat.

"Greatness awaits you, strangers. My name is Imirian, harkian scholar and philosopher."

"You've practically used up all your words for the day already. Do you not follow the speaking laws of the harkians?" asks Ezarius.

"Do you know much of our ways, Lukran?" Imirian whinnies.

"They say a harkian utters words like a miser spends silver," says Ezarius.

The horse-headed man sighs. "Not many harkians can obey the word law—twenty words each day is unbearable. It's outdated and inconvenient. The people say it's a command from our creator, Orfash, but that's a lie. Why then do not our cousins, the mythans, also have a daily speech limit?"

Ezarius shrugs. "I can't imagine Orfash caring about such things. Besides, the gods have lost their power. You need not fear them."

"I do not, but my village does. There's a harkian named Ekeren who has declared himself a speaker for the gods. He says he's been called to return everyone to the true path, which is, according to him, obeying the speech laws."

"Sounds like he doesn't obey the speech limit himself," says Miguel.

Imirian grunts. "He says that the law doesn't apply to him. He's wanted to rule these lands for years. But everyone would stop following him if they knew the truth. There's a library of ancient harkian tomes that tell the truth of our history. Help me find them. I've heard of you people, and I know you're looking for totems. I have one, and you can have it if you help me find the library. But first, we need an ancient tablet from my village. It's hidden somewhere in Ekeren's house, but he won't let anyone see it. We should start there."

Gain quest 32. Gain adventure card 37 (Imirian). Return to the map.

9.1

Mossy rocks cut through the tufts of fog like granite knives in a field of candy floss.

Search the rocks.

PERCEPTION 8

Fail: -7 health.

(Turn to 9.2)

9.2

A crate is lodged in a leafless tree. Did it fall from a previous flight?

Gain adventure card 1 (Climbing Gear). Gain 2 whiskey. Cross off location 9. Return to the map.

10

Water roars over the rocks and glistening dew from the misty air drips from your nose and chin. A small bag hangs from a ledge above the foam.

A. Investigate a face carved into the rock further down river.

PERCEPTION 6

Fail: -4 health.

(Turn to 10.1)

B. Lash branches together to snag the bag.

CRAFT 8

Fail: -6 health.

(Turn to 10.2)

10.1

The ancient face has a horrified expression—empty eyes stare up at the sky, and a cavernous mouth opens to drink up the entire river with ravenous thirst. The stone eyes start twitching in their sockets, or is it the light?

A. Explore the river inside the open mouth.

MOXIE 10

Fail: -6 health.

(Turn to 10.3)

B. Back away slowly.

(Turn to 10.4)

10.2

As you hook the leather strap of the bag and hoist it over the rough water, the branches unfasten, and it slips toward the river. You grab the branches and spin them, swinging the bag into the air. Jessie, always ready for a fly ball, catches it with delight.

Inside the bag is a map and an old book filled with sketches of mountain landscapes, trees, animals, and people. As you thumb through the pages, one sketch catches your attention—a shack precariously built on a rocky spire in the middle of a lake.

Gain quests 33 and 136. Cross off location 10. Return to the map.

10.3

You jump into the roaring water, struggling against the rush. Every swell is like a hundred wet ropes wrapped around your body. Ezarius climbs onto a ledge and helps you up as you gasp for breath.

The river disappears into a misty chasm, howling as it falls into the darkness. Hanging from the ceiling, like a bead of water, is a strange pebble. You pluck it out, and a voice bellows from the cave's dark throat.

"ONLY TRUE WORSHIPERS OF SHORME ENTER HERE."

"I should have known," says Ezarius. "That face of living stone was made by Shorme, goddess of stone and the fire of the deep earth. We must leave now."

Gain quest 127. Gain 1 ogroot. Cross off location 10. Return to the map.

10.4

The huge eyes roll upward again, the rough rock grating on itself and spewing small clouds of white dust.

"That's a being of living stone, created by Shorme, goddess of stone and the fire of the deep earth," says Ezarius. "You were wise to leave. Shorme is a merciless god—as untrustworthy as those who follow her."

"Do you trust Meecra?" you ask, but Ezarius doesn't reply. He's down at the river reaching for the leather bag you saw earlier. It bobs in the current and disappears into the gaping mouth before he can snatch it.

Gain 1 ogroot and 2 rope. Cross off location 10. Return to the map.

11

A moldering boat lies at the edge of the crystal lake. Phantom crabs walk drunkenly along the boat boards, clicking at the old wood.

A. Repair the boat and explore the lake.
Requires keyword ROW. Unavailable if keyword MURK.
CRAFT 8
Fail: Return to the map.
(Turn to 11.1)

B. Wander the shore.
PERCEPTION 6
Fail: -3 health.
(Turn to 11.2)

C. Search for the twins.
Requires keyword TWINS.
PERCEPTION 10
Fail: -9 health. (While exploring the shore, you fall into a hidden pit that was covered in grass.)
(Turn to 11.3)

11.1

A dead body floats through your wake. It twitches suddenly, crawls onto a rock, then stands, filling the air with its putrid odor. You recoil at the stringy flesh and bulging eyes.

"You're from Henrik's world," the corpse gurgles. "Searching for totems too? Meecra promised him they would give her the power to send him home. But she won't do that. Meecra's hiding something," she taunts.

The soggy zombie trudges into the water, infecting the surface with chaotic ripples. "My strength is waning. If you wish to know more, you must summon my soul from the spirit world. Ascend the mountains and find the temple to the west of the God Eye. Give the monk an ogroot and some meat, and he'll tell you what to do. Goodbye, for now." The corpse flops into the lake and disappears in a cloud of silt and algae.

Complete quest 212. Gain quest 7. Gain 1 sand honey and 1 meat. Return to the map.

11.2

A broken-down cottage sinks into a sea of mud. It looks anxious to fall into the crystal lake as its shingles droop and its long, leaning walls bend toward the shining water. You peer into one of the windows, careful not to put weight on the weary structure. You find a journal with instructions for making an unusual trap.

Gain adventure card 109 (Sticky Trap). Gain 1 ogroot and 1 sand honey. Return to the map.

11.3

Sand crunches beneath your feet. A cold mist, pouring down from the mountain, blankets the shore ahead, where something red catches your eye. It's a tackle box surrounded by bits of gear—a fishing pole, a tin can filled with worms, a plate, and some rusty utensils.

As you pick through the box, a wild cry rings out. Two human forms burst from the fog, scrambling desperately along the beach.

Heavy steps shake the ground. From behind the veil of fog, a titanic cyclops lurches forward, swinging arms like wrecking balls. Its one terrible eye shines with primeval rage above gnashing teeth and a tongue that wriggles like a live snake. Two blood-stained horns hang from the monster's head. The twins cannot escape his tree trunk fingers as he scoops them up and pounds off into the fog bank.

Ed and Miguel shudder behind a rock, peering after the cyclops. Jessie is frozen, her feet planted in the sand of the lakeshore, gripping her baseball bat pitifully.

Miguel stares aghast at the fading forms. "Those are the twins! They're going to be cyclops food!"

"We have to help them," says Ed. "But this feels like a losing hand."

"There are ways to take down a cyclops," says Ezarius. "But not with meager weapons. We need to be prepared. It will not be an easy fight or an easy journey. The cyclops roam the tundra, north of the canyon. But we need strong weapons if we're going to defeat him."

Complete quest 5. Gain quest 8. Gain adventure card 23 (Fishing Pole). Return to the map.

12

If keyword VALUABLE, turn to 12.1.

Slugs climb over a dilapidated cabin, its roof rimmed with lichen. Inside, the place is filled with vivid paintings—landscapes the color of dried blood peopled by ethereal figures treading uncertain paths. Painting supplies litter the floor. Cobwebs hang from jars of paint brushes.

"This is the work of a genius," says Miguel. "Who painted these? They'll get destroyed out here in this old cabin!"

"They're valuable alright," says Ed, "but we can't carry all these paintings around with us,"

You find a letter and read it aloud:

Rascan,

If you want your old job back, return at once. There's high demand from Stormlock City for weapons and armor, and we're receiving regular shipments of ore from Tharkolm again.

Locifa Ironworks

Gain quest 134. Return to the map.

12.1

When you climb the last few steps to Rascan's cabin, you find him there, already gathering wood to start the place on fire.

"Stop! You can't do this!" says Miguel.

"I told you I would kill you people. I decide what happens to my art!" says Rascan with wild eyes and frantic breath.

A. Capture Rascan.
STRENGTH 12
Fail: -12 health.
(Turn to 12.2)

B. Convince Rascan that his art could help him get his wife back.
CUNNING 14
Fail: You must now choose A or C.
(Turn to 12.3)

C. Let Rascan burn the place.
Complete quest 135. Gain 1 fire quartz. Cross off location 12. Return to the map.

12.2

You overpower the artist, bind his hands and feet, and gag him with a wrinkled rag.

"What do we do with him?" asks Jessie. "Did anyone think this through?"

"He was being irrational!" Miguel tears at his hair. "Artists don't destroy their work!"

"No," says Ed. "They sell it. And when they don't sell it, they donate it for posterity, so let's thank Rascan for his contribution to future generations and leave."

Miguel runs into the cabin and returns with a stack of canvases and a small bag of supplies. "This was all I could carry," he moans.

You untie Rascan and leave him in the dirt, where he watches you with hateful eyes. You retrace the mountain path and, as you look back, you see a column of black smoke.

Complete quest 135. Miguel gains low morale. Gain 1 fire quartz and 1 jadeworm egg. Cross off location 12. Return to the map.

12.3

"There was an interested buyer in Lukra. Maybe if I got enough money, I could convince my wife to come back and give her a better life. Then all these paintings would be taken far away to Lukra, and I could forget about all of this. If you swear never to bother me again, you can have these," says Rascan, giving you a small box.

Complete quest 135. Gain 1 tundra berry, 1 fire quartz and 1 jadeworm egg. Cross off location 12. Return to the map.

13

"I sometimes wonder if you're the right man for my daughter," says Ed. His smooth tone hides the tension growing in the conversation.

Miguel clenches a fist, controlling his breath. "I've been nothing but devoted to Ruby!"

"Devoted?" Ed says, accusingly. "Look at you! You love this. New places, new people, new things to brag about to your intellectual friends. Do you even care that she's home worried about you? Do you even want to get back?"

Miguel lets out an exasperated sigh. "Even if we do get back, it's not just me she worries about. What if the police finally get enough evidence to convict you? How much worry is that going to cause her?"

Ed grows silent—a dangerous quiet that says Miguel has gone too far. He stands and walks away without another word.

A. Ask Ed to scout around so you can talk to Miguel.
(Turn to 13.1)

B. Ask Miguel to search for supplies while you talk to Ed.
(Turn to 13.2)

13.1

Miguel paces jerkily, kicking at rocks and making gestures as he speaks. "Sometimes he treats me like I'm his own son, but then he says something like that."

"He sounds just like my father," you tell him. "I'm sure he's just worried about his daughter, and he's taking it out on you."

Miguel nods, staring out at the lake. "I don't care what he says. I'm going to ask Ruby to marry me as soon as we get home."

"Be sure to send me an invitation to the wedding," you reply.

Gain quest 47. Cross off location 13. Return to the map.

13.2

"Are you away from your daughter much?" you ask.

"When it's your only child, any time away is too much." Ed sighs.

You search for a way to reassure him that he'll make it home, but you can't stand making empty promises.

"She's just like Miguel," he sighs. "There's a flame in both of them: for each other, for their art, for life. I just can't stand her losing both of us."

You place your hand on his, reassuringly, and he smiles. "Thanks for listening, kid." Then he smirks, "Between you and me, if you're faced with the choice between the two of us, I'm going home to Ruby. Leave Miguel here to study the wildlife."

You laugh together as Miguel returns with an armful of firewood.

Gain quest 43. Cross off location 13. Return to the map.

14

If keyword ROBBER, turn to 14.4.

A clump of clay chimneys pours a stream of soot and smoke into the clouds, swirling together like coffee in milk. Workers in leather aprons push wheelbarrows brimming with ore. A ragged old man with leaden eyes watches you from within the shadows of a chalky house.

"You've business at Locifa Ironworks?" the man asks. "Korman is my name. Here we work with more than metal. Compounds to awaken the old spirits. Potions to revive the powers of ancient stone."

A. Ask to see what he can make.
(Turn to 14.1)

B. Ask Korman about himself.
(Turn to 14.2)

C. Mention that you met Goff.
Requires keyword HERMIT.
(Turn to 14.3)

D. Ask if Rascan the painter is here.
Requires keyword IMAGERY.
(Turn to 14.5)

E. Bid Korman farewell.
Return to the map.

14.1

Korman can make the following. You can gain any item listed below by paying the cost:

Adventure card 45 (Golden Milk): costs 1 sand honey
Adventure card 46 (Tea of Gergon): costs 1 gergon leaf
Adventure card 47 (Fiery Incense): costs 1 ogroot and 1 torch

Korman also has this for sale:

Adventure card 48 (Locifa Shield): costs any 5 resources

(Turn to 14)

14.2

"My sons live here with me, but they're traveling through Stormlock City and the small villages to the east, selling my compounds and brews. They haven't returned from their latest journey, and I'm starting to worry. My oldest, Tem, told me he was visiting his new girlfriend in a town called Milius."

Gain quest 3.
(Turn to 14)

14.3

"Good to hear that bandit is still kicking! Gave him some food, did you? Here then, take this. I have no use for it, but maybe you'll find it valuable."

Complete quest 1. Gain quest 21.
(Turn to 14)

14.4

"I've heard things about you people. And they're not good. Thieves aren't welcome here."

Return to the map.

14.5

Korman calls for Rascan, and a skinny man with a huge bush of wild, singed hair appears at the doorway, blinking at you.

"Your paintings are genius," says Miguel, barely masking his excitement.

Rascan leans away, disgust curling his features. "You found the cabin."

"The paintings will be destroyed if they're not moved. Why don't you sell them, at least, so they'll be taken care of?"

Rascan frowns. "I hate those paintings. I felt something call me to the mountains to paint them, but I left my wife behind. Now her mother has poisoned her against me. I hope the whole cabin gets buried in a landslide."

"But they could have a profound impact," says Miguel with a grand wave of his hand.

A desperate, mad look fills Rascan's glassy eyes. "I don't want them to have an impact. I was about to go and torch the place myself."

Miguel takes on a horrified expression. "Are you out of your mind?" he says, gripping the artist's sleeve.

"Who are you to tell me what to do with my own creations? Leave me alone!" Rascan recoils and shoves him to the ground.

Ed doesn't flinch. "If the man doesn't want them, we could certainly find a place for them, and make a few bucks in the process. Let's find a buyer before he burns the place."

"If I see any of you near the cabin, I'll kill you," snaps Rascan, storming back to work.

(Continued on next page.)

Jessie extends a hand to Miguel, pulling him from the ground. "I think Rascan should be able to decide what happens to the art. It's his art."

"Once it's been created, art doesn't belong to the artist. It belongs to everyone," Miguel says, brushing coal dust from his coat.

"As long as money changes hands, I think we agree," says Ed, nodding.

Complete quest 134. Gain quest 135. Return to the map.

15

If keyword MERCENARY, turn to 15.3.
If keyword PROTECT, turn to 15.9.
If keyword THREATEN, turn to 15.8.

You venture deep into the cold mist and dark shadows at the bottom of the canyon.

OBSTACLE: Cold

You may play an adventure card that ignores cold OR take 4 damage and gain low morale.

Icicles cling to rusty rock formations. The frozen sand leads to a bizarre statue of a squid.

A. Decipher markings on the statue.
SAVVY 11
Fail: Return to the map.
(Turn to 15.1)

B. Find the path behind the squid to the village.
Requires keyword DIPLOMAT.
(Turn to 15.2)

15.1

Ezarius translates the statue markings. They're directions to a hidden treasure.

Gain quest 66. Return to the map.

15.2

You find the narrow path behind the squid statue and follow it into an icy cavern. Before long, you emerge into a chamber filled with neat stone houses and lit by flickering lanterns. Scarlet spiders hang from drooping webs slung across the ceiling, their fat abdomens shining like lacquered shells.

Miguel stares upward, unwilling to take another step. "That spider could catch a sheep."

Rat people scuffle from their houses, some holding spears and crossbows, others holding half-woven silk sheets. They mutter nervously at the sight of you. Legrak, the zarg rat you rescued from a bison, swings down from a spiderweb. "These people are friends," he tells the other zarg rats. "They've promised to help us."

The rats watch you warily, but most of them lower their weapons.

"I'm surprised you made it here," says Legrak. "I wouldn't have come if I were you."

"The spiders—they're not venomous, are they?" asks Miguel.

Legrak glances upward at a bulbous spider abdomen swaying above. "What? These babies are harmless. They only eat cave slugs. We harvest their webs to make silk. It's beautiful stuff."

For the first time, you notice the fine red silk Legrak wears.

"But we're going to lose it all," he says, sorrowfully. "The miners at Tharkolm know we live here. The captain of the miners' guild knows about the silk. He plans to come down here and pillage all of it."

"We can bargain with him. If you make a good offer, he'll listen," says Ed.

"That may not be enough," says Legrak. "But I hope it doesn't come to violence. We wouldn't have much of a chance. We're just silk weavers, and our spiders are docile and defenseless."

Legrak gives you some supplies. "The miners are at the top of the canyon. Do what you can."

Complete quest 60. Gain quest 67. Gain 1 bloodflower, 1 whiskey, 1 rope, and 1 meat. Return to the map.

15.3

The mining guild mercenaries camp in the heart of the canyon, where ice grips the jagged walls, and every shadow cradles a deep and healthy frost. Nearby, a giant statue cut into the shape of a squid looms over the campsite—an unsettling visage to scare away unwanted visitors. The guild captain greets you. "Glad you joined us. Don't mind the hideous statue—we're planning to destroy it sometime soon. We were beginning to worry you wouldn't show up."

"The zarg rats are vicious?" asks Jessie.

"Oh, quite nasty. Very dangerous. That's why we needed as many mercenaries as possible."

The guild captain whistles and the miners and mercenaries advance, circling the statue and walking down a narrow path.

Before long, you emerge into a chamber filled with neat, stone houses. Fat spiders hang from droopy webs on the ceiling. Rat-people appear at the doors of the houses, some of them wielding crossbows and spears, others gripping half-woven sheets of silk. A panic breaks out at the sight of the mining guild troops.

"Gather all the spider silk! I don't want it damaged!" calls the guild captain.

"Wait, we're taking their property?" Miguel protests. "These rats don't look like a threat to me."

"Quiet! Everyone fall in line!" shrieks the guild captain. The miners charge the village.

A. Defend the zarg rats.

COMBAT 23, 40, 41, 42, 43 (Level 8)

You may run from this combat at the end of any enemy phase. If you do, cross off location 15 and return to the map.

(If you defeat the enemies, turn to 15.4)

B. Raid the village.

MOXIE 12

Fail: -10 health.

(Turn to 15.6)

C. Sneak away.

PERCEPTION 9

Fail: -12 health. (The guild captain finds you sneaking away and orders his men to attack the traitors!)

(Turn to 15.7)

15.4

If keyword DIPLOMAT or PILLAGE, turn to 15.5.

You defeat the raiding miners and they retreat to their encampment. The zarg rats watch with grateful eyes as one of them approaches you.

"They'll think twice about attacking us again, and next time we'll be better prepared. They've blamed us for stealing their tools. And yes, some of our number have stolen equipment in the past, but all the captain really wanted was our spider silk."

The rats gift you a few rare trinkets.

Complete quest 72. Gain quests 73 and 137. Gain 2 meat, 1 jadeworm egg, and 2 tundra berries. Return to the map.

15.5

You defeat the raiding miners and they retreat to their encampment. Legrak runs up to shake your hand. "I doubted you, but I was wrong. Perhaps we have a future where we aren't treated like vermin. Those miners will think twice about attacking us again, and next time we'll be better prepared. They've blamed us for stealing their tools. And yes, some of our number have stolen equipment in the past, but all the captain really wanted was our spider silk."

The rats gift you a few rare trinkets.

Complete quests 60, 67, and 72. Gain quest 73. Gain 2 meat, 1 sand honey, 1 jadeworm egg, and 2 tundra berries. Draw 1 ability card. Return to the map.

15.6

The rats make a pitiful defense, rapidly giving out and escaping into narrow caves near the back of the village. The miner mercenaries brutalize the rats, chasing away every last one of them.

The zarg rats gone, the mercenaries pillage the homes for woven spider silk and anything else of value. A few of them cut down the fat, docile spiders hanging above the village.

"The vermin will finally leave this canyon!" yells the guild captain in his red coat, setting a roof on fire with a lit torch. He pays you and sends you on your way.

"How low we've fallen," says Miguel with disgust.

Complete quests 60, 67, and 72. Miguel and Jessie gain low morale. Gain 1 jadeworm egg, 1 ice diamond, and 1 gergon leaf. Return to the map.

15.7

If the captain notices you've left, he does nothing to stop you. You sneak through the miners and past the squid statue, taking what you can without wasting any time. As you climb out of the canyon, the cries of zarg rats echo across the icy sand.

Complete quests 60, 67, and 72. Gain low morale. Gain 1 fire quartz. Cross off location 15. Return to the map.

15.8

You arrive back at the zarg rat village just as the miners attack! Rats and spiders are in a dizzying panic.

A. Defend the zarg rats.

COMBAT 23, 40, 41, 42, 43 (Level 8)

You may run from this combat at the end of any enemy phase. If you do, cross off location 15 and return to the map.

(If you defeat the enemies, turn to 15.5)

B. Sneak away.

PERCEPTION 9

Fail: -12 health. (The guild captain spots you and orders his men to attack you!)

(Turn to 15.7)

15.9

At the zarg rat village, welcoming faces greet you, and the gentle lull of spiders in their slackened webs gives you a familiar sense of comfort.

"We've started trading with southern caravans to support all the silk weavers here in town," Legrak tells you.

Gain 1 rope. Return to the map.

16

If keyword BOILING, turn to 16.4.

In a bed of white stone lies a boiling lake. Across the surface, chalky bubbles pop like paint splashes, filling the air with sulfuric steam.

A. Examine the lake.

PERCEPTION 10

Fail: -12 health. Gain weakened.

(Turn to 16.1)

B. Trap food.

CRAFT 6

Fail: Return to the map.

(Turn to 16.2)

16.1

Ed spots a metal box in the lake. "We're in luck! It hasn't been there long. It's only just started corroding."

A. Make something to lift the box out of the boiling lake.

CRAFT 12

Fail: -18 health. Gain weakened. (You fall into the boiling lake!)

(Turn to 16.3)

B. Gather roots nearby.

Gain 1 ogroot. Return to the map.

16.2

You catch a turkey with feathers like thin sheets of mica. Ezarius returns with a small stack of oozing honeycomb. The golden syrup covers his hands and makes the air smell warm and sweet like fresh-made kettle corn.

Gain 1 meat and 1 sand honey. Return to the map.

16.3

You tie fallen branches together and hoist them across the lake, but they melt into pitiful fingers of twisted bark. Ezarius removes his belt and jacket. He fastens the belt to a clasp on the lapel and casts it across the lake, lassoing the metal box and dragging it to shore.

"I'd love to have a few sheets of that material," Miguel exclaims. "I've never seen fabric that sturdy. Did it come from Lukra?"

"Of course." Ezarius smiles at the compliment. "Perhaps if we visit Lukra, I'll find some for you."

Once the box is cool, you smash the corroded lock and open the lid. Inside, you find a small, shiny rock with strange markings on it.

Gain quest 24. Return to the map.

16.4

In a flash of fire and ash, a huge bull-man slams the damp ground with bloody hooves, dominating the air with a scent like gunpowder, rust, and musk.

"Your pain has fueled my strength! I can wait no longer! I thirst for a kill!" he roars.

You hear Meecra's voice in your mind. "I will give you what strength I can for this fight."

Restore all character health to full and remove 1 status effect. Turn to BOSS 5 on the next page.

BOSS 5: ORFASH

Special Rule: If this isn't your first campaign, when you reshuffle the combat deck, take 10 damage.

HEAD
2 +

TORSO
2 +

LEGS
2 +

Deal 4 damage to one.		Deal 4 damage to one.	
1	4	2	
+1	+2	2	+1
2	4	2	
1		1	+1	1
1	2	4		+1
+1	2		1		1
	1			
+1	3	+1	
2	4		
	3	+1	

(Level 10) You may not run from this combat! If you are defeated, return to the map. (If you defeat the enemy, tur to 16.5)

16.5

Orfash lets out a wild roar, falling to his knees. "Meecra is helping you, but I will have my revenge!"

In a flash of acrid smoke and ash, he disappears, leaving a few broken crystals on the scorched ground. As you examine the crystals, a cloud of light fills your vision.

You find yourself in a desert under a cold sky. As you seek a place to rest, your cousin watches you, her eyes shining with malice. She slaps you and you fall back in surprise.

"We're leaving you here," says Jessie.

"If we keep following you, the portal will close and we'll never get home," says Miguel.

"You're a foolish bird that belongs in a cage. Your impulsive fancies could have killed us all," says Ezarius. He grabs your arm and throws you into a prison of rusty iron, slamming a thick lock onto the door. You run to the bars, grasping the cracked iron until blood seeps over your knuckles and drips on your feet, but you can't make a sound. Not even to utter a word of protest. The sky grows scarlet. The air thins. You're suffocating.

"Claire! Wake up!" The vision vanishes as Ezarius grabs your hands. You're panting as if you'd just run for miles.

"When will I be cured of this? I thought we defeated Orfash." The wound on your neck pulses with sudden pain, reminding you of the curse, taunting you with thoughts that it will never go away.

"Likely when we get you back home. Or when Meecra has her totems—I don't know." Ezarius won't look you in the eye. There's a weight on his quiet soul that has grown heavier in recent days. "Perhaps then I'll be able to see my mother again as Meecra promised me."

Complete quest 130. Gain quest 131. Gain 1 tundra berry, 1 ice diamond, and 1 fire quartz. Return to the map.

17

Decaying men with bull heads tramp over the road, disappearing into the mist. A cursed wind blows across their gaunt faces.

"If we don't take care of them now, they'll just attack us while we're camping," says Jessie.

"Don't rush in there, kid. We can let them pass through," Ed says, unaffected.

"I wouldn't go near such a curse, even with a priest and holy water. Let's leave before it infects us," says Miguel.

To the east, you spot a rotting treehouse hanging atop a tall pine.

A. Fight the creatures.

COMBAT 47, 48, 49 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 17.3)

B. Climb up to the treehouse.

STRENGTH 12

Fail: -14 health. (A piece of the treehouse breaks, sending you tumbling to the ground.)

(Turn to 17.1)

B. Cut down the tree.

CRAFT 11

Fail: -16 health.

(Turn to 17.2)

17.1

Sticky sap covers your fingers as you climb to the precarious treehouse. Inside, spiderwebs frost the ceiling and drape the corners of the rotting shack like the somber decorations of an afterlife party. You dig through a small dresser on the floor.

Gain quest 98. Gain 1 whiskey. Cross off location 17. Return to the map.

17.2

The tree crashes to the ground and a little leather book tumbles out. You find a recipe inside.

Gain adventure card 71 (Sweet Elixir). Gain 1 whiskey. Cross off location 17. Return to the map.

17.3

After you defeat the creatures, one of the zombies retreats in a frantic run, howling in every direction.

"He's calling for help. We'd best leave before more arrive," says Ezarius.

Gain 2 tundra berries, 1 bloodflower, and 1 gergon leaf. Cross off location 17. Return to the map.

18

If keyword BIRD, turn to 18.3.

Stone edifices, frosted with ice, cast long shadows in the tundra.

"These look like the tops of buildings," says Miguel.

A. Dig into the snow around the tallest edifice.
STRENGTH 13
Fail: -10 health. Gain low morale.
(Turn to 18.1)

B. Study the buildings.
SAVVY 10
Fail: -7 health.
(Turn to 18.2)

18.1

You dig at the base of one of the buildings until you reach a large alcove. There's a brass box inside engraved with intricate patterns and caked in a green and gold patina.

"The engravings on this box look like they're from the fallen Pann empire. Perhaps someone familiar with old machines would know what to do with this," says Ezarius.

Gain quest 113. Return to the map.

18.2

You study the buildings and find a door in one of them. After examining the stone, you force it open.

Ancient stairs lead downward, below the surface of the snow-field, but the passageway is blocked by rubble and you can go no further.

You find a strange pair of goggles nearby.

Gain adventure card 87 (Crystal Goggles). Return to the map.

18.3

Stone edifices, covered in frost and icicles, cast long shadows in the tundra.

Eedarah circles the buildings grimly. "This is where Thrack and his followers were headed. He thinks something in this place will revive his powers. But we will stop him."

Miguel picks up a dirty, black feather on the ground. "Does this belong to Thrack?"

"Don't touch that!" snaps Eedarah, and Miguel drops it with a start. "Thrack is the god of rot and disease. You never know what you could pick up just by touching one of his feathers."

If keyword FEATHERS, turn to 18.4. Otherwise, turn to 18.5.

18.4

As the wind moans across the tundra, you hear the heavy flap of approaching wings. A regal falcon lands in the snow, tilting its head to stare at you with marble eyes. Its wings shift. They stretch and ripple until the falcon transforms into a woman in a thick coat of feathers. The skin around her eyes is stained black, which starkly outlines her white, pupilless eyes.

"I see you've found Thrack's new nest," says Hessrah, the daughter of the god Kemter. "We will hunt him down together and drape his entrails upon the dead branches of his bones."

"Not a pretty picture," says Jessie, her nose scrunched.

"You are welcome to join with us, if you help us defeat Thrack," says Eedarah.

Gain adventure card 88 (Hessrah).
(Turn to 18.5)

18.5

A dark entry stands open in the largest building, the stone doors swung wide, flattening the snow. Feathers litter the steps that lead down into shadow.

OBSTACLE: Darkness

Lose 1 torch OR gain frightened and low morale.

The crunch of wet gravel accompanies each step as you trace the deepening stairway. The last step casts you into a great hall, high and wide and wintry, as if every year, winter itself was breathed from its chest. And there in the snowy depths: a city of glassed water. Its towering ceiling of thick ice morphs the sunlight into a glow as blue as the arctic sea. It trickles down the frozen walls, and adorns the buildings with jewels of shining ice.

As you walk a snowy street, the air turns foul like rotting flesh. A sickening assault on the otherwise pristine setting. A loud caw echoes from above. Giant crows, their eyes crusted with bloody flakes, swoop down and surround you.

COMBAT 19, 20 (Level 6)

You may run from this combat at the end of any enemy phase. If you do, complete quest 53, lose adventure cards 51 (Eedarah) and 88 (Hessrah), and return to the map.
(If you defeat the enemies, gain 2 meat and turn to 18.6)

18.6

If playing normal mode, restore 15 health now. If playing easy mode, restore all health and remove all status effects now.

A trail of slimy feathers harboring squirming maggot stowaways leads you through the frosted city into an amphitheater. A massive crow, the god Thrack, lurks in the center, shuffling behind folded wings and eyeing you with malice. You fight back a wave of nausea at the rotting carcass stench as the demonic creature unfolds itself.

Eedarah draws an arrow to her longbow. "We must kill the god now, before he gains any more strength."

Thrack cackles and you notice that the bird is holding a basalt rock close to its chest. A strange energy surrounds it.

If keyword FEATHERS, turn to 18.7. Otherwise, keep reading.

"You will be the first to rot in my new reign." He hacks and coughs, and his small, red eyes seem to dig into the deepest recesses of your mind. Black ooze seeps from his open beak, dripping onto the frozen ground.

(Turn to BOSS 8, on the opposite page)

18.7

Hessrah steps forward. "Thrack! You pitiful pile of rotting garbage! You will die for stealing my eggs."

The bird demon laughs, coughing black bile. Ooze seeps from his open beak, dripping onto the frozen ground.

"Daughter of Kemter, you will fight, you will die, and you will rot here with all the others."

If adventure card 88 (Hessrah) is exhausted, return it to your hand.

(Turn to BOSS 8, on the opposite page)

18.8

If keyword FEATHERS, turn to 18.9.

Eedarah lies in the ice, coughing through reddened lips. Blood runs from her mouth down her chin, mixing into a gash made by one of Thrack's thick talons.

"This is the end for me. I die for the cause of the Red Heretics, the true hunters of the gods." She takes one last breath and her eyes close.

"Goodbye, brave hunter," says Ezarius, holding her in his arms.

You carry her body through the city and place it in one of the frozen buildings.

"This place is now her shrine—a memorial of her sacrifice," says Ezarius.

Complete quest 53. Lose adventure card 51 (Eedarah). Gain adventure cards 89 (Thrack's Heart) and 90 (Thrack's Brain). Return to the map.

18.9

Eedarah lies in the ice, coughing through reddened lips. Blood runs from her mouth down her chin, mixing into a gash made by one of Thrack's thick talons.

"This is the end for me. I die knowing there's a little less evil in the world."

"No! You will not die!" In a flash of feathers, Hessrah turns into a giant falcon and grips Eedarah in her talons, flapping through the cave toward the surface. "I will take her to my father Kemter! He will heal her!" she calls out.

"I couldn't stand it if she dies!" says Jessie, her forehead creased in worry.

"Kemter is the god of growth and plants. Perhaps he will heal her, though I hold little hope. The gods are treacherous," says Ezarius.

Gain adventure cards 89 (Thrack's Heart) and 90 (Thrack's Brain). Complete quests 53 and 78. Lose adventure cards 51 (Eedarah) and 88 (Hessrah). Return to the map.

BOSS 8: THRACK

(Level 11) You may not run from this combat! If you are defeated, complete quest 53, lose adventure cards 51 and 88, and return to the map. (If you defeat the enemy, turn to 18.8)

HEAD
2 +

WINGS
2 +

BODY
2 +

Heal self 4.

Heal self 4.

19

As you approach the mountain, you find a cave like the mouth of a sleeping giant tucked beneath the stone. It yawns warm pockets of air which keep the ice and snow at bay and thaw the surrounding earth. A congregation of mountain grasses and little clumps of moss gathers happily in the black mud.

"It's not Honolulu," says Jessie, "But I love it!"

"Hold on," warns Ed. "A warm cave up here must have something living inside."

OBSTACLE: Darkness

Lose 1 torch OR take 9 damage and gain frightened.

The cave winds into a chamber where large, light green worms clothed in overlapping scales crawl across the dewy walls. Jessie starts when she sees them, but Ezarius walks into the room, unafraid.

"These are jadeworms. They won't hurt you," he says, moving to a nest made of transparent crystals. Inside is a large, green egg, but you can't retrieve it without breaking the nest.

A. Cut through the nest to retrieve the egg.

CRAFT 17

Fail: -15 health. Gain weakened. (Giant pieces of crystal nest fall on you.)

(Turn to 19.1)

B. Leave.

Return to the map.

19.1

"I wish I'd worn gloves," you say, nursing tiny scratches across your palms and fingertips. But you gather the green egg without disturbing any jadeworms.

Gain 1 jadeworm egg. Cross off location 19. Return to the map.

20

Strolling the cobble streets of Milius, you rest in the shadow of the town hall.

A. Enter the town hall.

Unavailable if keyword COOK.

(Turn to 20.1)

B. Search for a local historian.

Requires keyword HYMN.

(Turn to 20.2)

20.1

You meet the mayor of Milius town, a tall woman with two heavy braids.

"You people look like you come from one of the crashed flying machines. Yes? I don't understand where you come from, but people like you keep showing up here. There was a man named Bernard staying at the inn. He gathered a group of hunters together—said they were going to kill the Helthark. I hope I don't need to tell you what a terrible idea that is."

"No one here is interested in a quick death," you say. "But can you tell us more about this group of hunters?"

"What I'm most worried about is that Bernard and his hunters will anger the Helthark. The giant creature might exact revenge on our little town. Ten years ago, a group of fanatics were looking for the Helthark's nest. All they wanted was to worship the beast, but they ventured too close, and the titan crushed them in a rockslide. Then it flew over here and dropped a boulder near one of the houses. We were lucky—it was meant as a warning, even though we had nothing to do with the fanatics."

"Can't you pacify the beast?" asks Ed. "Show it you mean it no harm?"

"Some have tried, but none survive. The creature is ancient, and its purpose is singular—to guard the God Eye. Nothing to do but leave it alone. Perhaps you can find Bernard before it's too late."

Gain quest 65. Return to the map.

20.2

The locals direct you to the office of a historian who specializes in the legends of King Anfortas. The historian, a woman named Etan, lets you in, but tells you she can't help you right now.

"You'll have to come back another time. I'm afraid I'm terribly busy at the moment. I simply must find Connla's thesis on Late-Period Cadwahlyn burial practices. It's imperative that I consult her work right away. But I'm afraid it might take me all night to find it, because, well..." Etan gestures towards the whole room, which is an absolute mess of books, loose papers, and various odds and ends.

A. Demand her help.

MOXIE 9

Fail: Gain low morale. (The way she glares at you reminds you of getting in trouble at school.)

(Turn to 20.3)

B. Help her find what she's looking for.

SAVVY 11

Fail: -4 health. (An unstable stack of books falls on you.)

(Turn to 20.4)

20.3

"Alright, alright, there's no need to raise your voice. You need to know about the white stag, do you? As a young man King Anfortas pursued it for years, but never caught it. Some view that as his only failure as a king. Some tales say he actually did catch it, but chose to let it go free—possibly because the thrill of the chase was more fun than the satisfaction of the catch." Etan glances around the room.

"Now, where is that—aha!" Etan grabs something off the top of a pile and hands it to you.

"This is a recreation of an old Cadwahlyn hunting horn. This is what King Anfortas would have used to call the hunt. Just blow on this end here if you want it to make a noise. Now please be on your way, I really must find that thesis."

Complete quest 201. Gain quest 173. Gain adventure card 122 (Horn of the Hunt). Return to the map.

20.4

"Brilliant! Thank you so much for your help. This will make my work go so much more smoothly. I'd be happy to answer any of your questions now. You need to know about the white stag, right? As a young man King Anfortas pursued it for years, but never caught it. Some view that as his only failure as a king. Some tales say he actually did catch it, but chose to let it go free—possibly because the thrill of the chase was more fun than the satisfaction of the catch." Etan glances around the room.

"Now, where is that—aha!" Etan grabs something off the top of a pile and hands it to you.

"This is a recreation of an old Cadwahlyn hunting horn. This is what King Anfortas would have used to call the hunt. Just blow on this end here if you want it to make a noise. Now please be on your way, I really must find that thesis."

Complete quest 201. Gain quest 173. Gain adventure card 122 (Horn of the Hunt). Gain 1 whiskey. Return to the map.

Help Legrak sell silks.
Requires keyword SILK.
Quest card 86

Help an engineer.
7 Fail: -7
Quest card 88

Investigate the tower.
7 Fail: -7
Quest card 87

Explore the alleys.
-1
or

Talk to the city guards.
6 Fail: no reward.
Quest card 85

Visit a doctor.
Pay any 1 resource.
Remove 1 status. +2

Walk outside the city.
or

Explore a sewer pipe.
Quest card 133

21

Wandering Encounter (See opposite page.)

22

Near the edge of the village a man with the head of a stallion is chopping wood. The harkian neighs softly when he sees you, then beckons you closer. "A funny man visited the village a week ago. He said he was from another world. He was dressed a bit like you. Do you know him? He said his name was George Gift."

Jessie's eyes light up. "The actor? I just watched one of his pictures at the Coliseum Theatre! He's famous!"

"He can't be that famous if I haven't heard of him," scoffs Miguel.

"You wouldn't, 'cause he doesn't do stuffy old silent films," she scoffs.

"Do you know where he went?" Ed asks the harkian, ignoring the squabble.

"He bought supplies for an expedition. He was headed to the rocky spires just northeast of town, and he convinced a few harkians to go with him, too. He mentioned something about a rare treasure, and he had a madness about him like he couldn't hold his thoughts together without great effort."

Gain quest 34. Cross off location 22. Return to the map.

23

Miguel and Jessie walk ahead, passing spouting geysers encrusted with sulfur crystals.

"You think I don't know anything, just because I didn't go to all those fancy schools like you?" she asks, perturbed.

"No. I just think you need to open your mind a little. Read some of the critique and maybe you'll understand the art better," says Miguel.

"I read plenty, and I guarantee I have a more open mind than you do."

Miguel sighs. "Did you even go to high school?"

"Aha! See?"

"I just think you haven't learned enough—"

"You're digging yourself deeper into that hole, Miguel," Ed warns, but Miguel doesn't listen.

"I suppose I could tutor you," he muses, "pass along some of the knowledge I've gained."

"That's it. Shut your trap and don't talk to me until I lose the urge to hit you in the mouth. Tell him to shut up, Claire!"

A. Take your cousin Jessie's side.
(Turn to 23.1)

B. Take Miguel's side.
(Turn to 23.2)

23.1

"You're coming across like a pompous fool," you tell Miguel. "Might want to tone it down a bit. We're all experts in our own ways."

Miguel scowls. "But I was just...oh, never mind."

Jessie nods, satisfied. "Art expert my ass," she mumbles.

Gain quest 62. Miguel gains low morale. Draw 1 ability card. Cross off location 23. Return to the map.

23.2

"He's got a point, Jessie," you say. "There's always more to learn. He could be more tactful about it though." You glare at Miguel. He shrugs, innocently.

Jessie turns red. "Thanks for defending me," she fumes as she shoves past you.

Gain quest 63. Jessie gains low morale. Draw 1 ability card. Cross off location 23. Return to the map.

24

Wandering Encounter (See opposite page.)

25

A frigid wind whips snow over the peak in a dazzling cloud of ice particles. Below, a log cabin grips the side of the mountain, but no smoke drifts from the slate chimney, and the front door is almost entirely buried in snow. As you stand boot-deep in the drifts, you open the doors of a nearby barn and discover a large sled.

Search the house.

PERCEPTION 12

Fail: -4 health and gain low morale. Move 1 on the time track.

(Turn to 25.1)

25.1

Inside the house, you find a telescope and a journal. Flipping through the journal, you examine a few hand-written entries.

Day 41

From this high vantage point, I've been observing the northern tundra in my search for the Starspear head. It is said to be lodged in the mouth of a titanic beast that sometimes roams these lands.

Day 60

I've seen it! The beast has returned to the valley. It resides at night in the large cave to the north.

A bang startles you—an explosion on an adjacent mountain. An avalanche is rolling down the mountainside directly above the cabin!

A. Pile on the sled and try to escape.

MOXIE 14

Fail: -20 health.

(Turn to 25.2)

B. Hide in the house and dig your way out of the snow.

STRENGTH 13

Fail: Move 3 on the time track. -5 health and gain low morale.

(Turn to 25.3)

25.2

The sled moves slowly at first. The wave of snow roars above, growing closer. But as the sled accelerates, you fly down the mountain at terrifying speed, careening over ledges and slamming into snowbanks. Jessie yells with glee. Ed grips the sled railing like a terrified cat. You escape the avalanche, and the sled carries you down the northern slope of the range.

Gain quest 68. Remove 1 low morale. Cross off location 25. On the atlas, move 1 space to the north. Return to the map.

25.3

Snow pummels the house, covering the windows and doors as you huddle inside. When all grows quiet, you dig your way out, but it's exhausting, panicky work. You find a few supplies in the house while stuck there.

Gain quest 68. Gain frightened. Gain 1 whiskey and 1 rope. Cross off location 25. Return to the map.

26

White water roars beneath a rocky arch. In the mud is a ragged suitcase, well-traveled and pasted with decals of destinations and customs certificates—New York, Venice, Vienna, St. Petersburg.

"One of the passengers from Henrik's plane must be around here," says Miguel, wiping off the mud.

"Or they fell into the river," mumbles Jessie.

A. Search the suitcase for clues.

SAVVY 10

Fail: Turn to 26. You may try this again or make another choice.

(Turn to 26.1)

B. Explore south of the arch.

PERCEPTION 11

Fail: -10 health. (You slip on some jagged rocks while searching near the river.)

(Turn to 26.2)

Find the prophetic pool.
7 Fail: -5
Quest card 82

Eat with the shepherds.
Quest card 116

Talk to the weeping man.
Quest card 81

Steal a monster fang.
7 Fail: -6
Adventure card 63

Eavesdrop on some travelers.
Quest card 79

Stay at the inn.
+1

Talk to the scholar.
Quest card 80

Help cook a delicacy.
5 Fail: no reward
Adventure card 24

26.1

The case is filled with pale dresses, notebooks jotted with neat handwriting, books, and a beach hat.

"This belongs to a Mrs. Flora Snyder," says Miguel. "And she's an author. Look at these notebooks filled with prose." He reads aloud.

Under mean skies the kindest of flowers taunt me sweetly.

'Stay, stay,' they whisper. 'What can your home offer that we cannot provide?'

My wistful heart replies, 'Neither here nor home can provide me freedom, strange blossom.'

'Come, come,' they whisper. 'We can provide. We can provide.'

Miguel takes out a pressed flower, the petals still soft like satin. "She could still be close by."

Jessie calls out. "Flora!"

A muffled voice calls back. "Here! I'm here!"

You follow the sound to a soggy pit by the ridge. A spectacled woman in a torn dress sits forlornly at the bottom. Ezarius reaches down a large hand and pulls her up.

"Oh, thank goodness. Who are you people? How did you know I was here?"

"We found your luggage," says Miguel, offering the muddy case.

She reaches for it, then hesitates. "My husband is here too. He wandered over here after we had an argument. I was looking for him when I fell into the pit."

"I'm sure he's somewhere around here. We'll help you find him," says Ezarius.

Gain quest 48. Gain adventure card 49 (Flora Snyder). Cross off location 26. Return to the map.

26.2

On the south side of the arch is a cave lit with torches.

A. Enter the cave.
(Turn to 26.3)

B. Turn back and search on top of the arch.
(Turn to 26.4)

26.3

Water trickles down the rippled cave walls onto mineral deposits made smooth by eons of tiny drips. There's a halo of menacing orange hanging around one of the passages, and you sneak up to find a room with slick walls, lanterns lit across its low ceiling. It's filled with bandits encircling a table and muttering over a wrinkled map. Curved swords hang at their belts and grotesque scars cover their faces. Stacks of crates rest on lush, stained rugs, and in an adjacent room, you catch sight of plush beds and ornate mirrors.

A. Listen to the bandits.
PERCEPTION 12
Fail: Turn to 26.6.
(Turn to 26.5)

B. Steal something from the bedroom.
CUNNING 11
Fail: Turn to 26.6.
(Turn to 26.7)

C. Overpower the bandits!
STRENGTH 15
Fail: -18 health.
(Turn to 26.8)

D. Sneak back out of the cave.
Return to the map.

26.4

There are narrow footprints in the mud on the top of the arch.

"Perhaps these belong to the owner of the suitcase," says Ed.

At the ridge on the far side of the arch, you look around, but see no one.

"Anyone missing some luggage? Got your claim ticket?" says Miguel with a chuckle.

A muffled voice calls out. "I'm here!"

You follow the sound to a soggy pit. A spectacled woman in a torn dress sits forlornly at the bottom. Ezarius reaches down a large hand and pulls her up.

"Oh, thank goodness. Who are you people? How did you know I was here?"

"We found your suitcase," says Miguel, offering the muddy case.

"My husband is here too. He wandered over here after we had an argument. I was looking for him when I fell into the pit."

"I'm sure he's somewhere around here. We'll find him," says Ezarius.

Gain quest 48. Gain adventure card 49 (Flora Snyder). Cross off location 26. Return to the map.

26.5

"The boss is planning something huge. There are orders to break into Trusiam's vault."

A bandit with braided red hair slaps the table. "The boss is mad! That's suicide if you ask me."

"He says there's a secret passage into the vault. They just found it. It's on the north side of the king's palace, behind the broken iron pipe."

Deciding not to press your luck, you creep out of the cave before the bandits catch you.

"Well, that's a useful tidbit," says Miguel as you climb back to the jagged arch.

Jessie holds an uneasy stance as she looks ahead. Then she drops to her stomach. "More bandits! They're coming from the north." You make your way into the trees to hide.

Gain quest 49. Gain 1 ogroot and 1 sand honey. Cross off location 26. Return to the map.

26.6

Miguel leans on a box and sends it toppling to the ground with a startling clank. The bandits leap to their feet and draw their swords.

"Intruders! Spies! Kill them!"

A. Overpower the bandits!
STRENGTH 15
Fail: -18 health.
(Turn to 26.8)

B. Run away!
(Turn to 26.9)

26.7

You sneak behind a cot and pilfer a variety of valuables from an ornate chest. Then you creep back out of the cave before the bandits notice.

Gain 1 whiskey, 1 sand honey, and 1 fire quartz. Cross off location 26. Return to the map.

26.8

You surprise the bandits, flipping the table, knocking them down, and tying them up before they can escape. You ransack the cave and return outside.

Jessie holds an uneasy stance as she looks ahead. Then she drops to her stomach. "More bandits! They're coming from the north." You make your way into the trees to hide.

Gain quest 50. Gain 1 whiskey, 1 sand honey, 1 meat, 1 torch, and 1 fire quartz. Cross off location 26. Return to the map.

26.9

You clamber to the surface and lose the bandits in the trees to the north.

Gain 1 ogroot and 1 rope. Cross off location 26. Return to the map.

27

If keyword DETHRONE, turn to 27.2.

Within a hollowed-out tree trunk sits the corpse of a monstrous black bird. Feathers litter the muddy ground, stuck in the mud. The smell is horrific—like a mix of sour milk and maggoty flesh. A golden bracelet, with a golden skull, hangs from the bird's left foot.

A. Take the bracelet.
(Turn to 27.1)

B. Leave quickly.
Return to the map.

27.1

When you grip the bracelet, the bird corpse jerks forward with a screeching death cry. You reel backwards, choking on its deadly breath, brushing moldy feathers from your face.

STRENGTH 14
Fail: Gain weakened, frightened, and madness.

The bird corpse collapses in a heap, twitching.

"Holy smokes!" says Jessie. "Don't ever touch a corpse again!"

"Didn't plan on it," you assure her.

Gain quest 38. Gain adventure card 39 (Skull Bracelet). Return to the map.

27.2

In the deep woods, you find the camp where Imirian's brother told the conspirators to meet. Nervous harkians exchange uncomfortable glances when you arrive.

"It's well known that most don't keep the speech rule. But Ekeren would have us following his every command!"

"But he has too many with him. Many will die if we fight," says Imirian.

Horse cries shatter the circle of conspirators; Ekeren and his followers surround you with sharp sickles and gleaming spears.

"They must have followed us here!" says Imirian, snatching a broadsword from the ground.

COMBAT 1, 2, 3, 4, 44 (Level 8)

If you are defeated, lose quest 32. Lose adventure card 37 (Imirian). Gain quest 35. Cross off location 27. Return to the map.
(If you defeat the enemies, continue reading.)

With hell in his eyes, Ekeren leaps to deal a death blow to Imirian, casting a bloody spear at him. Imirian spins around and leaps out of the way, then Ekeren tumbles forward, falling into a jagged trident. He struggles for breath, choking, reaching upward. Then he's still.

"Thank you for helping us. This was a gruesome way to end things, but I believe we'll have a free society now that we can do away with the old laws," says Imirian.

"Careful you do not abandon all your customs or you'll find yourselves lost in a stormy sea of ideas," says Ezarius.

"Perhaps we will find the library one day," says Imirian. "Here, as promised for helping us."

Complete quest 37. Gain quest 23. Lose adventure card 37 (Imirian). Gain 3 tundra berries and 1 jadeworm egg. Return to the map.

28

If keyword HAUNTING, turn to 28.3

Cold wind blasts through the canyon from the vast tundra to the north.

OBSTACLE: Cold

You may play an adventure card that ignores cold OR take 4 damage and gain weakened.

Strange figures climb down from above—white, hairy beasts with horns.

"Leave us alone! We're not good for eating!" yells Jessie, swinging her baseball bat.

If keyword GLUTTON, and you want to attempt to feed the beasts to the crystal demons you've been carrying around, you may turn to 28.2.

COMBAT 45, 46 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 28.1)

28.1

You find a camp nearby, half-buried in snow.

Gain adventure card 82 (Hooded Coat). Gain 2 meat, 1 fire quartz, and 1 ice diamond. Cross off location 28. Return to the map.

28.2

You throw the black crystals onto the ground. "Demons! We found you some food to eat!"

The crystals tremble, then shatter. Black smoke forms into three smiling demons.

"Where is the food?" says one of the demons.

"Yes! I'm hungry! We've waited too long!" says another.

"Eat these beasts, quickly!" screams Jessie, as the hairy beasts snarl.

"They look delicious!" says one of the demons. The demons dive into the beasts, gobbling each in one gulp.

"Ah! We are satisfied, for now. We will wait here for unwary travelers. Now leave us before we eat you as well."

Complete quest 52. Gain 2 ice diamonds.
(Turn to 28.1)

28.3

You traverse the frozen path of the canyon floor as a cold whisper trickles in your ear and down your spine. You turn, but none of your companions are close enough to have done it.

At the mouth of the canyon, two crooked columns of rock mark the path to the permafrost tundra to the north. The same cold whisper rides the biting wind, but this time it sounds like a chorus of voices, though you can't make out what they're saying.

As you turn back, you find your companions towered over by shadowy ghosts, their piercing eyes like infernal gates to the beyond.

"The boy," you manage. "You took the boy, didn't you?"

The ghosts whisper back.

A. Attempt to understand them.

SAVVY 12

Fail: Gain madness, frightened, and low morale.

(Turn to 28.4)

B. Attack them.

COMBAT 65, 66, 67 (Level 8)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 28.5)

28.4

This time, you understand their whispers. "We saved the boy. He was freezing, so we led him on the path to the spirit world. But now he won't leave the path. He's between worlds, and he's breaking it apart. It's very painful for us; we won't be able to hold the path open forever."

"Maybe we can talk to him," says Jessie, more comfortable with the spirits now. "How do we reach him?"

The spirits drift away to the right, toward the wall of the cliffs. A white line pulses along the wall, like a lightning bolt stuck at the edge of the rocks. The ghosts walk into it.

"Follow us. We will take you to him," they say.

You walk toward the line. Your vision grows hazy. As you touch the wall, everything swirls away from you—your whole world liquefies and mixes together in a giant can of paint.

On the other side, you find him on the path to the spirit world. It's a barren path, but at least it's not cold. The horizon holds a tall mountain a great distance away. A young man sits by a fire near the path, making coffee in a rusty kettle.

"You're from Henrik's plane, aren't you, boy?" says Miguel.

The boy nods as if he expected this. "It's Phillip, mister, and I'm not going back there. I don't know who you people are, but I like it just fine right here."

"We're from San Francisco, and we're trying to get back there," you say.

"The spirits that helped you say you're causing them problems. You can't stay here," says Jessie.

Phillip shakes his head and sips coffee from a tin mug. "Nope. Don't care. I feel much better in here, away from all the pain. And I'm not going back to San Francisco, if that's what you have in mind."

"Why won't you go back? You want to sit here, in this?" Jessie looks around at the barren landscape. Rainclouds hang low, but you know they'll never rain.

"It's better than what I've got waiting for me at home. At least I'm safe in here," says Phillip. "Besides, time just doesn't seem to pass in here. I'm never bored. Never hungry. And the coffee never runs out."

"Come on, you can't stay here forever," says Jessie impatiently.

"Oh yes, I can. And if you leave me here, I'll give you a dormant totem I found," says Phillip.

A. Use force to get the boy out.

STRENGTH 13

Fail: -11 health.

(Turn to 28.6)

B. Accept the totem payment.

(Turn to 28.7)

28.5

The spirits disappear in a burst of dark energy. You hear weeping, and follow the sound to the base of the cliffs, where a young man huddles in the snow.

"I was happy there," he says, looking up at you with bloodshot eyes. "You forced me back here. And I hate you for it."

"We came here to save you," says Miguel impatiently.

"And yet you've dragged me back to hell," says the boy. "Guess I have no choice but to go with you."

Complete quest 81. Gain adventure card 112 (Phillip). Gain 1 bloodflower. Return to the map.

28.6

The boy fights tooth and nail, but you drag him back out to the base of the cliffs, gasping at the sudden cold. The white line in the rocks disappears, and you hear a faint whispering of thanks in your ears.

"I was happy there," he says, looking up at you with bloodshot eyes. "You forced me back here. And I hate you for it."

"We came here to save you," says Miguel impatiently.

"And yet you've dragged me back to hell," says the boy. "Guess I have no choice but to go with you."

Complete quest 81. Gain adventure card 112 (Phillip). Return to the map.

28.7

The boy bids a cheerful farewell, and you return to the base of the cliffs, gasping at the sudden cold.

"We can't just leave him there, can we?" says Jessie.

"That's what he wanted," says Ed. "And he seemed content there."

Complete quest 81. Gain quest 152. Return to the map.

29

Dark smoke trickles from a half-circle of wooden shacks. A hunter nods from within a fur coat so huge it looks like he's being eaten by a large animal.

"Ask him where we can find the nearest hotel," says Jessie, "and see if it has room service." She grins through chattering teeth.

"He says we can sleep on his floor," says Ezarius dryly. "And I hope you like goat milk, because that's what's for supper."

A. Stay at the hunter's house.
Pay any 2 resources to restore 6 health.

B. Buy a weapon.
Pay any 4 resources to gain adventure card 99 (Ofilog Spear).

C. Leave.
Return to the map.

30

If keyword ONE, turn to 30.3
If keyword MANY, turn to 30.4

A shadowy figure approaches from across the frozen landscape, erratically scrambling across the stones. They're speaking to themself—but the sounds are quickly snatched away by the howling winds and you can't understand a word of it.

When the figure spots you, they grow abruptly still, staring in your direction.

Then, just as abruptly, they run straight towards you at surprising speed.

A. Run.
STRENGTH 11
Fail: -8 health. (You repeatedly slip on the icy path, scrambling to your feet each time to continue your escape.)
(Turn to 30.2)

B. Stand your ground.
MOXIE 14
Fail: Gain 2 frightened.
(Turn to 30.1)

30.1

The person stops right before they crash into you. They have long, stringy hair and a gaunt look about their features. They don't seem bothered by the cold despite wearing clothes far too light for the weather.

"Many eyes we used to have, and many voices. Only one now, one now. Many streams in a delta, only one ocean, one ocean. Many eyes and many voices, then the heretics came, and the traitor, and it was all snatched away from us one by one, until only one, only one voice. Singular. Don't like being singular. But we kept our eyes to see many things, guarded them carefully. The traitor and the heretics couldn't take our eyes from us. But the ofilog! The ofilog took us unaware and stole our many eyes, and now we have only one, only one, only one, only one..."

Miguel looks the person up and down with the curiosity of a scholar. "I have to say, I'm both confused and intrigued. Especially because you appear to have two eyes, my friend."

Ezarius puts a hand on Miguel's shoulder. He's watching the strange person with suspicion. "I believe this is Yvhal, a god who was once a wandering legion of spirits with a single will. It looks like the weakening of their powers has made them into a single physical being."

"Do you think they would do us harm if given the chance?" asks Miguel.

Ezarius shrugs. "Yvhal has always been a strange one. Difficult to predict."

Yvhal ignores this conversation and continues: "You! Steal back our many eyes, would you? The ofilog, with only four, was jealous of how many we had. Bring us our many eyes, many eyes, and we will lend you the powers of a god, only one."

They press something into your hand as you prepare to leave. Perhaps some form of prepayment?

Gain quest 157. Gain 1 gergon leaf. Return to the map.

30.2

When you get far enough away, the strange figure seems to lose interest in you, returning to their erratic wandering and mumbling.

Return to the map.

30.3

Yvhal stares at you, their two eyes open unsettlingly wide.

"Did you bring them? Our many eyes? We've never seen so little, been so little, only one. We should be many. We need the many. Give us the many."

You don't think Yvhal will speak to you of anything else until you return the eyes.

Return to the map.

30.4

Yvhal stares at you, their two eyes open unsettlingly wide.

"Did you bring them? Our many eyes? We've never seen so little, been so little, only one. We should be many. We need the many. Give us the many."

A. Return Yvahl's many eyes.
(Turn to 30.5)

B. Claim you never found them and keep the eyes for yourself.
CUNNING 12
Fail: Gain 2 madness
(Turn to 30.6)

30.5

"Oh, thank you, thank you!" Yvhal weeps with joy as the many eyes are returned. "Now we will see in glorious multiple again. And, as promised, we will lend you the strength of a god to help you go home. We will travel with you, and help you, and you will bring us with you through the door. We wish to use our many eyes, many eyes, to see a new world. There is only singularity left to us in this one, only one."

Complete quest 158. Lose adventure card 117 (Yvhal's Eyes). Gain adventure card 116 (Yvhal). Gain 1 ice diamond. Cross off location 30. Return to the map.

30.6

Yvhal begins to wail and weep at your words.

"Jealous ofilog will keep our many eyes, and we will be forever cursed to see with only one, only one, only—"

Yvhal wanders away again, repeating the phrase over and over again until they're too far away for you to hear.

They leave behind a pack full of supplies in the snow.

Complete quest 158. Gain 1 rope and 1 tundra berry. Cross off location 30. Return to the map.

31

If keyword BREW, turn to 31.1

As a swift shadow passes over the city, dread grips you. The Helthark soars high above, wings throwing a windstorm down upon the town, and you hide instinctively against a wall of a nearby house. You scan the sky for signs of an attack, while a woman passes by carrying a basket of berries, her face round and blushed. She laughs sweetly.

"The Helthark doesn't bother us, as long as we leave it alone."

A. Buy some berries from the woman.
Pay any 6 resources to gain 1 tundra berry. Return to the map.

B. Buy a recipe from the woman.
Pay any 2 resources to gain adventure card 26 (Honey Roast). Return to the map.

C. Ask for some food.
Gain 1 sand honey. Return to the map.

31.1

A woman passes by carrying a basket of berries, her face round and blushed. Tears run down her cheeks, splashing onto the tiny, blue fruits.

"What's the matter, if you don't mind my asking?" says Ed.

The woman sets down the basket, drying her eyes with a handkerchief.

"It's none of your business. Who are you, anyway?"

"We're new in town. We're looking for some boys from Locifa Ironworks. Seen them around here?"

The woman's features soften. "Locifa? Did Korman send you?"

"Yes, have you seen his sons?" asks Miguel.

She hesitates, then says, "I was going to be married to Tem, the oldest. But he wanted me to move away from here, from my family. I don't want to move. I've lived here my whole life."

Jessie shakes her head. "He just expects you to fall in line once you're married?"

"No, he's not like that. It's complicated. We got in an argument and he stormed off, to the west of town. But his brother can't find him, and I'm worried."

A. Search for Tem.
PERCEPTION 12
Fail: -15 health. (A rotting tree falls on you as you're looking.)
(Turn to 31.2)

B. Gather a search party together.
MOXIE 15
Fail: Move 2 on the time track. Gain 2 low morale.
(Turn to 31.3)

31.2

Scouting through the sparse wood, you climb over a fallen birch and hear wild scraping and scuffing. A burly bison rakes the trunk of a pine with its horns. Atop the reaching branches you find Tem, holding on and holding out.

A. Calm the bison.
MOXIE 12
Fail: -12 health. Gain weakened.
(Turn to 31.4)

B. Fight off the bison.
STRENGTH 13
Fail: -10 health.
(Turn to 31.4)

31.3

Scouting through the sparse wood, you climb over a fallen birch and hear wild scraping and scuffing. A burly bison rakes the trunk of a pine with his horns. Atop the reaching branches you find Tem, holding on and holding out. The townsfolk approach the beast with spears and pitchforks and chase it away.

Gain 1 torch.
(Turn to 31.4)

31.4

Tem climbs down and his fiancé runs to him, gripping him in a tight hug.

"How will we make this work?" she asks through her tears.

"I will live here, in Milius. We'll build a new home. I can always travel to visit my father," says Tem.

"Then I'll travel with you," she offers.

Tem gives you a rifle that was made in Lukra.

Complete quest 3. Gain adventure card 55 (Lukran Rifle). Gain 1 jadeworm egg. Return to the map.

32

The mining guild office is a cramped building, its shelves lined with boxes of jagged minerals, the floor covered in slate chips and mining dust. The smell of old oil permeates every chair and hanging lantern. A man in a deep red coat sits at a desk covered in tools and papers and bits of junk.

"Come to ask for jobs? We're having issues with the zarg rats. They're stealing our tools and causing all sorts of problems. We just found their hidden village and we're planning an operation to remove them from the canyon. It's a one-time job and the pay is good."

A. Tell him you'll join the mercenaries.
(Turn to 32.1)

B. Tell him you represent the zarg rats and have come to negotiate.
Requires keyword PILLAGE.
(Turn to 32.2)

C. Bid farewell.
Return to the map.

32.1

"Excellent! You won't regret it. We're assembling the mercenaries at the bottom of the canyon. The zarg rat village is behind a giant squid statue."

Gain quest 72. Return to the map.

32.2

"You're in league with those vermin?" he asks with a sneer. "They've been a constant thorn in my side! We must get rid of them!" Spittle launches from his mouth after each word.

A. Tell him you'll defend the zarg rat village if they attack it.
(Turn to 32.3)

B. Convince him the zarg rats are too powerful.
CUNNING 12
Fail: Turn to 32.3.
(Turn to 32.4)

32.3

The guild captain screams in your faces. "Get out of my office before I have you arrested!"

Complete quest 67. Gain quest 74. Return to the map.

32.4

"Hmm...perhaps you're right. I'm going to need to hire more mercenaries from Stormlock City," says the captain.

Jessie sighs and shakes her head.

"That's not what we mean," says Miguel. "You shouldn't attack them. The losses aren't worth it!"

A. Bribe the captain to leave the rats alone.
Pay any 1 resource from the following list: tundra berry, bloodflower, gergon leaf, fire quartz, ice diamond, jadeworm egg.
(Turn to 32.5)

B. Convince the captain he'll lose money if he attacks the zarg rats.
SAVVY 12
Fail: Turn to 32.3.
(Turn to 32.6)

32.5

"We'll expect regular payment for all the trouble," says the guild captain.

"That wasn't part of the deal," says Ed.

"If you want to keep the vermin alone, we'll need compensation," says the captain. "Now get out of my office."

A short walk from town, Legrak the zarg rat climbs to his feet, dusting off his spider silk jacket. "Did you convince him?"

"Yes, your village is safe, for now at least," says Ed. "Unfortunately, the guild boss wants regular payment of goods."

Legrak sighs. "I suppose we can keep bribing him for now. At the very least it will give us more time to prepare for a possible attack."

Legrak gives you a small wooden box in thanks.

Complete quest 67. Gain quest 73. Gain 1 gergon leaf, 1 fire quartz, 1 ogroot, and 1 meat. Draw 1 ability card. Return to the map.

32.6

"Oh, you're probably right. The vermin aren't worth our time," says the captain with a sigh. "Now get out of here."

A short walk from town, Legrak the zarg rat climbs to his feet, dusting off his spider silk jacket. "Did you convince him?"

"Yes, your village is safe, for now at least," says Ed.

"Wonderful! It will give us more time to prepare for an attack, should the guild boss change his mind."

Legrak gives you a small wooden box in thanks.

Complete quest 67. Gain quest 73. Gain 1 gergon leaf, 1 fire quartz, 1 ogroot, and 1 meat. Draw 1 ability card. Return to the map.

33

Travelers in torn cloaks gather at the edge of the boiling lake, their wrists and ankles draped with rough stones.

"This pilgrimage started in the city of Alzarria," says one of them. "We've come to burn our hands in the boiling lakes and geysers. These are natural temples to the goddess Shorme. She controls the fires beneath the earth."

"She's lost so much of her power. She can't protect you. Why do you worship such a tyrant?" says Ezarius. "She destroyed much of my home city."

"How dare you speak such blasphemy! She destroyed Lukra City because of your sins and disobedience. Because you did not worship her."

"She's a petty tyrant and deserves to be destroyed," says Ezarius. "If she were here right now, I would kill her myself."

"You sound like a Red Heretic! You're an enemy of the gods!" The pilgrims come at you, swinging the rough stones with surprising velocity.

A. Fight off the pilgrims of Shorme.
STRENGTH 14
Fail: -15 health.
(Turn to 33.1)

B. Try to calm the pilgrims of Shorme.
CUNNING 16
Fail: Turn to 33.3.
(Turn to 33.2)

33.1

The pilgrims, bruised and angry, flee into a nearby cave, cursing you with Shorme's disfavor.

Gain 1 tundra berry. Cross off location 33. Return to the map.

33.2

The pilgrims hold their ground, but their tongues let loose a volley of spit and curses, much of which you don't understand.

Gain 1 fire quartz. Cross off location 33. Return to the map.

33.3

The pilgrims pummel you with relentless fury. You push them back into a nearby cave as they curse you with Shorme's disfavor, but they've left you feeling chastened.

-15 health. Gain 1 tundra berry. Cross off location 33. Return to the map.

34

Horse-headed villagers drift through town in eerie silence, some chopping wood, others carrying bundles, most casting distrustful gazes your way.

"Welcome to Thistletown, strangers." A harkian with a silky black coat approaches; his long mane swirls around his scarlet robe like smoke on a glowing ember. He points with a staff capped by a piece of polished obsidian. "I am Ekeren, humble guide and teacher of the harkians. Before you go further, you should know that these harkians hold to the old laws."

Jessie folds her arms. "Which are?"

"Harkians are forbidden from speaking more than twenty words each day. It is a command from their great creator, Orfash, given many eons ago."

Miguel chuckles. "You're already past that limit, and still going."

"As teacher, the gods need me to spread their word, thus they have lifted the holy word limits from me."

"Convenient," says Ed, examining a nearby market stall filled with mushrooms.

"Indeed." Ekeren returns a smug grin. "Since I imagine you're here on business, I'll let you wander. Just watch out for a scoundrel named Imirian. He's a liar and con artist." Ekeren nods and makes a swift turn, marching toward a crowd of harkians by the town well.

A. Spy on Ekeren.
Requires keyword LIBRARY.
CUNNING 10
Fail: Turn to 34.1
(Turn to 34.3)

B. Investigate the nearby market stall.
(Turn to 34.2)

C. Leave.
Return to the map.

34.1

Ekeren stands at the well, greeting other harkians. No one else says a word. Somber quiet reigns on the crowd as Ekeren stands on the edge of the well to preach.

You watch the sermon from the corner of a log house until Ekeren strides to the east side of town. He turns and catches you following him.

"The gods deal great punishment to those who would stall their mission! Leave this town immediately or we will arrest you!"

A. Tell Ekeren to give you the ancient stone tablet that's in his house.
(Turn to 34.4)

B. Leave town.
(Turn to 34.5)

34.2

If keyword ROBBER, turn to 34.13

The harkian at the market displays wares without a word.

You may pay any 1 resource to gain any 2 from the following list: ogroot, sand honey, whiskey, rope, torch, meat. You may only do this once per explore action.

A. Spy on Ekeren.
Requires keyword LIBRARY.
CUNNING 10
Fail: Turn to 34.1.
(Turn to 34.3)

B. Leave.
Return to the map.

34.3

Ekeren stands at the well, greeting other harkians. No one else says a word. Somber quiet reigns among the crowd as Ekeren begins to preach.

You watch the sermon from the corner of a log house until Ekeren closes the sermon and strides to the east side of town. There, he meets with some harkians behind a house.

"Have you found Imirian?"

The harkian shakes his head. "No, but we caught his brother."

Ekeren nods, pleased at the news. "Put him in the stocks. I must leave now, but I want you to start his punishment right away."

A. Follow Ekeren to his house.
(Turn to 34.7)

B. Follow the other harkian and try to free Imirian's brother.
PERCEPTION 10
Fail: Turn to 34.11.
(Turn to 34.9)

34.4

Ekeren snorts. "You're in league with Imirian, aren't you!" He calls out. "Warriors! Arrest these criminals!"

A. Attack Ekeren.
COMBAT 1, 2, 3, 4, 44 (Level 8)
You may run from this combat at the end of any enemy phase. If you run or are defeated, gain quest 35 and return to the map.
(If you defeat the enemies, turn to 34.6)

B. Flee into the woods.
PERCEPTION 9
Fail: -7 health.
(Gain quest 35. Return to the map.)

34.5

You leave before causing more trouble, but you're no longer welcome at Thistletown. Imirian sighs when you tell him what happened. "I appreciate your help, but I'm going to have to find someone else."

Cross off locations 34 and 35. Lose adventure card 37 (Imirian) and complete quest 32. Return to the map.

34.6

With a desperate wail, Ekeren calls for a retreat and flees into the woods with his cronies. You find the stone tablet in his house.

Gain quests 10, 35, and 36. Return to the map.

34.7

Ekeren enters his house, leaving the door half-open. Is it a trap?

A. Sneak in and steal the tablet.
PERCEPTION 11
Fail: Turn to 34.4.
(Turn to 34.8)

B. Break in and attack Ekeren.
(Turn to 34.4)

34.8

"It will likely be near something that looks too carefully placed," Ed tells you. "People get nervous when they're hiding things—it makes them try too hard."

He points to a table with a white, lace runner, perfectly centered. A copper bust of a horse with no mouth stands obediently atop a wide wooden box. You open the lid and smile as you see a stone tablet resting in velvety fabric. You take the tablet and replace each item with care. Then you head back through the woods to find Imirian.

Gain quests 10 and 36. Cross off location 34. Return to the map.

34.9

The harkian hurries behind a house and opens a cellar door, descending into a wide tunnel. You follow him down a corridor to a room filled with cells. A bound harkian with white hair leans against iron bars, his eyes covered by a shaggy mane.

A. Attack the guard.

STRENGTH 13

Fail: -12 health.

(Turn to 34.10)

B. Intimidate the guard into letting Imirian's brother go free.

MOXIE 12

Fail: -13 health. (The guard doesn't believe your lies and attacks you.)

(Turn to 34.10)

34.10

Imirian's brother, Rolko, is confused at first, but lights up when you open his cell. You slip from the dungeon into the deep pines, where tall ferns caress your arms with dew. Hours later, you meet with Imirian in a dried riverbed.

"Brother, I've been gathering harkians that believe in our cause," says Rolko. "They're meeting in a secret camp in the woods. I know you won't agree with me, but we don't need to find the library. We'll simply dethrone Ekeren from his so-called holy calling."

Imirian's features fall, but he grudgingly agrees. "I did not want this to come to bloodshed."

"Unfortunate that we couldn't obtain that ancient tablet," says Ed.

Gain quest 37. Gain 1 torch and 1 meat. Cross off location 34. Return to the map.

34.11

The harkian notices you following him. He calls for aid!

A. Fight them!

COMBAT 1, 2, 3, 4 (Level 5)

You may run from this combat at the end of any enemy phase. If you run or are defeated, gain quest 35 and return to the map.

(If you defeat the enemies, turn to 34.12)

B. Flee into the woods.

PERCEPTION 9

Fail: -7 health.

(Gain quest 35. Return to the map.)

34.12

You find a celler nearby. At the end of a long corridor, a bound harkian with white hair sits behind iron bars. Imirian's brother, Rolko, is confused at first, but lights up when you open his cell. You slip from the dungeon into the deep pines, where tall ferns caress your arms with dew.

"Brother, I've been gathering harkians that believe in our cause," says Rolko. "They're meeting in a secret camp in the woods. I know you won't agree with me, but we don't need to find the library. We'll simply dethrone Ekeren from his so-called holy calling."

Imirian's features fall, but he grudgingly agrees. "I did not want this to come to bloodshed. I would rather have found the library."

Gain quest 37. Cross off location 34. Return to the map.

34.13

The harkian merchant looks at you with a suspicious expression but says nothing.

You may pay any 1 resource to gain any 1 resource From the following list: ogroot, sand honey, whiskey, rope, torch, or meat. You may only do this once per explore action.

A. Spy on Ekeren.

Requires keyword LIBRARY.

CUNNING 11

Fail: Turn to 34.1.

(Turn to 34.3)

B. Leave.

Return to the map.

35

Wandering Encounter (See opposite page.)

Rescue the harkian child.

7 Fail: -6

Quest card 39

Learn to make a potion.

6 Fail: -3

Adventure card 31

Visit the healer's cabin.

Pay any 1 resource.

Remove 2 status effects.

Rob a harkian house.

6 Fail: quest 44.

Share a drink at the tavern.

Train with a warrior.

Discard 1 ability card.

Draw 3 abilities, keep 1.

Fix the broken wall.

7 Fail: -3

Quest card 40

Purchase a knife.

Pay any 2 resources.

Adventure card 33

36

Wandering Encounter (See opposite page.)

37

The walls of the cavern crack and squeal—a silent symphony of shifting ice. Is it the glacier migrating? Or is something else chittering in the dark recesses?

A bulbous body stutters into the light, its eight eyes watching you with a burgeoning hunger.

If keyword GLUTTON, and you want to attempt to feed the spiders to the crystal demons you've been carrying around, you may turn to 37.5. Otherwise, continue.

COMBAT 37, 38, 39 (Level 10)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 37.1)

37.1

If keyword TOOTH, turn to 37.2.

You find rare crystals among the spider nests.

Gain 2 ice diamonds. Return to the map.

37.2

You find rare crystals among the spider nests.

Gain 2 ice diamonds.

"The journal says the Starspear head is stuck down here in the mouth of a terrifying beast," says Miguel.

"After those spiders, what could be worse?" says Jessie, heading down the cave.

You follow her into the dark, feeling your steps to keep from slipping. A shaft up ahead lets in a wall of sunlight. The opening breaks across a palace of spiring icicles, and beyond it you glimpse the open water. Icebergs bask in the northern sun—unmoving titans on a green sea.

As you gape at the view, something breathes deeply in the cavern nearby—it's a massive walrus. Your heart pounds in your ears, but you soon realize the creature is sleeping. Something shines near the base of its left tusk.

"Holy cats," whispers Jessie.

"I think it's a walrus, actually," says Miguel. Jessie shoots him an exasperated look.

"There's the spearhead," says Ezarius.

Remove the spearhead without waking the walrus.

STRENGTH 14

Fail: Turn to 37.3
(Turn to 37.4)

37.3

After enormous effort, you pluck the spearhead from the creature's mouth, but the walrus wakes with a jolt. It beats the ground with its tusks and smashes the wall of the cave with its bulbous body. Icicles clatter down around you.

-18 health.

"Quick! Get outside!"

You flee through the opening at the north wall of the cave and climb over the snow to escape the giant.

Complete quest 68. Gain quest 104. Return to the map.

37.4

After enormous effort, you pluck the spearhead from the creature's mouth. The walrus slumbers on, and you climb through the opening in the north wall of the cavern.

Complete quest 68. Gain quest 104. Return to the map.

36

Study a scholar's map.
6 Fail: no reward
Quest card 90

Unlock an iron door.
Requires Engineer's Key.
Adventure card 32

Break into guardhouse.
5 Fail: no reward
Quest card 92

Visit vegetable stand.

Haggle with a silk buyer.
Requires keyword BUYER.
Quest card 91

Explore the underground.
Quest card 93

Steal a guard's hat.
6 Fail: no reward
Adventure card 68

Solve poisoned food issue.
7 Fail: no reward
Quest card 94

37.5

You throw the black crystals onto the ground. "Demons! We found you some food to eat!"

The crystals tremble, then shatter. Black smoke forms into three smiling demons.

"Where is the food?" says one of the demons.

"Yes! I'm hungry! We've waited too long!" says another.

"Eat these spiders, quickly!" screams Jessie as the spiders surround you.

"They look delicious!" says one of the demons. The demons dive into the spiders, gobbling each spider in one gulp.

"Ah! We are satisfied, for now. We will wait in this cave for unwary travelers. Now leave us before we eat you as well."

Complete quest 52. Gain 2 ice diamonds.
(Turn to 37.1)

38

Wandering Encounter (See opposite page.)

39

A canvas tent pitched on the riverbank shakes chaotically, then flaps open as a woman dashes out. A deranged goat charges after, screaming madly, and a pack of infested, decaying creatures follows from the riverbank.

A. Protect the woman.

COMBAT 8, 9, 10, 12 (Level 7)
You may run from this combat at the end of any enemy phase. If you run or are defeated, cross off location 39 and return to the map.
(If you defeat the enemies, turn to 39.1)

B. Search the woman's camp and sneak away.

PERCEPTION 12
Fail: Turn to 39.2
(Turn to 39.3)

39.1

The woman bows. "I thank you for saving me. Are you Red Heretics? Are you heading toward the mission west of Stormlock City?"

"No, we're just travelers," says Ezarius quickly. "We happened to walk by at the right time."

The woman nods. "The curses of Thrack haunt this place. I was following the putrid god and those monsters infested with his vile disease. He's heading northeast, hellsbent on finding a frozen city."

"Do you know what he wants in the city?" asks Ezarius.

"I do not. But I can no longer search for him myself. Perhaps you would travel with me? My name is Eedarah," she says. "I plan to destroy Thrack. He's in a weakened state—all the gods are, so we have a chance."

A. Agree to hunt the god Thrack.
(Turn to 39.4)

B. Tell the woman you're busy trying to get home.
(Turn to 39.5)

39.2

The monsters turn to attack.

COMBAT 8, 9, 10, 12 (Level 7)
You may run from this combat at the end of any enemy phase. If you run or are defeated, cross off location 39 and return to the map.
(If you defeat the enemies, turn to 39.6)

39.3

You find a wooden box filled with rare plants and sneak away.

Gain 1 gergon leaf. Cross off location 39. Return to the map.

39.4

"Excellent! We shall hunt down the dark god together."

Gain quest 53. Gain adventure card 51 (Eedarah). Gain 2 fire quartz and 1 gergon leaf. Cross off location 39. Return to the map.

39.5

"That is unfortunate," says Eedarah. Ezarius looks disappointed. "I will travel to Stormlock City then, and hope not to run into King Trusiam when he's in a bad mood. Perhaps I can find someone there to help me. Here, take these, as a thank you."

Gain 2 fire quartz and 1 gergon leaf. Cross off location 39. Return to the map.

Train with a veteran.
7 Fail: -7
Adventure card 54

Help the tailor.
6 Fail: no reward
Adventure card 53

Search a burial ground.
8 Fail: -8
Quest card 58

Listen to the geologist.
Quest cards 57

Stay at the inn.
+1

Talk to the hunters.
Quest card 56

Read the scholar's book.
5 Fail: no reward
Quest card 59

Visit the tavern.

39.6

The woman approaches you. "I suppose I should thank you for dispatching those monsters. But what were you doing near my camp?"

"Trying to distract them," says Ed smoothly.

"The curses of Thrack haunt this place. I was following the putrid god and those monsters infested with his vile disease. He's heading northeast, hellsbent on finding a frozen city."

"Do you know what he wants in the city?" asks Ezarius.

"I do not. But I can no longer search for him myself. Perhaps you would travel with me? My name is Eedarah," she says. "I plan to destroy Thrack. He's in a weakened state—all the gods are, so we have a chance."

A. Agree to hunt the god Thrack.
(Turn to 39.4)

B. Tell the woman you're busy trying to get home.
(Turn to 39.5)

40

Things are quiet in this quarter of the city.

A. Examine a nearby poster.
(Turn to 40.13)

B. Investigate a nearby staircase.
(Turn to 40.7)

C. Talk to some of the people on the street.
(Turn to 40.6)

40.1

Shock and dismay cover the rebels' faces as you call for the guards. One of them drops a crate, letting it crash, spilling hairy roots and bright vegetables like a cornucopia. Another connects with a left hook and trips out the door.

-4 health.

As the city guards storm in, the rebels dash into an alleyway.

"You stand on the side of order," says a guard.

The old man thanks you and gives you a strange rock.

Gain quest 89. Mark 1 box on the King Trusiam track. Cross off location 40. Return to the map.

40.2

"You're an ally of the king," sneers one of the rebels.

"If you dethrone the king, what then? It's likely you'll replace him with more of the same," says Ed.

"We just don't want this old man getting hurt," says Jessie.

The rebels take your bribe and disappear into the dark, abandoned streets to the north.

The old man thanks you and gives you a small gift.

Gain quest 89. Mark 1 box on the Stormlock City Rebels track. Cross off location 40. Return to the map.

40.3

"You're an ally of the king," sneers one of the rebels.

"If you dethrone the king, what then? It's likely you'll replace him with more of the same," says Ed.

"We just don't want this old man getting hurt," says Jessie, lifting her bat.

The rebels take your meaning and disappear into the dark, abandoned streets to the north.

The old man thanks you and gives you a small gift.

Gain quest 89. Mark 1 box on the King Trusiam track. Cross off location 40. Return to the map.

40.4

"Pathetic. You don't scare us," says one of the rebels. The others laugh and take their boxes into a dirty alley, toward the abandoned streets to the north.

"Those were promised to the king's guard," says the old man. "Now they'll beat me, or worse, when I can't deliver. They might call me a rebel sympathizer."

Ed nods. "You need better security."

Cross off location 40. Mark 1 box on the Stormlock City Rebels track. Return to the map.

40.5

"You help us fight for freedom," says one of the rebels.

"What will they do to the old man?" asks Jessie worriedly.

"Who cares. He should know better than to serve a tyrant king," says one of the rebels, and your gut turns with guilt.

As you leave, you find a rare flower in one of the crates.

Jessie gains low morale. Gain 1 bloodflower. Mark 1 box on the Stormlock City Rebels track. Cross off location 40. Return to the map.

40.6

A bored man stands on a street corner, selling fur hats and old shoes with wilted effort. You ask him about lost passengers from Henrik's plane while Ed tosses dice in the street, gambling with a few city guards. Ed gets further behind, betting what he doesn't have. Soon, the guards demand payment and Ed backs away, his hands spread.

One guard throws down the dice, sending them tumbling into a crack in the street. "Pay up or we'll arrest you!"

"One more game? Let's keep playing," says Ed.

"No! Pay us now!"

"Ed, why did you have to play with them?" says Miguel urgently, looking for an escape route.

"We could fight 'em for it," whispers Jessie.

"No, there are too many here in the city," hisses Miguel. "We can't start a fight. Too many people are watching."

A. Offer to pay them a dormant totem.
Lose 1 dormant totem quest card. Place it in the completed quest box.
(Turn to 40.8)

B. Distract the guards while you look for a way to escape.
CUNNING 12
Fail: -15 health. (The guards are infuriated by your attempts to deceive them.)
(Turn to 40.9)

C. Offer to do a favor for the guards.
(Turn to 40.10)

40.7

At the top of the ill-kept staircase, four men burst into a house, kicking over flowerpots and breaking a small window in the door. Moments later, they heft out crates of supplies. A desperate old man grabs their arms, but they fling him away. A scratched plea escapes his lips. "Please, I have a family!"

"You're supplying King Trusiam's guards," says one of the thieves. "We need this for the rebellion. We will no longer live under this tyrant's rule."

"But they become tyrants themselves?" says Miguel. "What frauds!"

A. Alert the city guards.
MOXIE 8
Fail: -8 health. (The rebels attack you before help arrives.)
(Turn to 40.1)

B. Bribe the rebels to leave the crates.
Pay 6 resources.
(Turn to 40.2)

C. Intimidate the rebels.
MOXIE 13
Fail: -10 health. Turn to 40.4.
(Turn to 40.3)

D. Help the rebels carry more goods from the man's house.
STRENGTH 9
Fail: -7 health.
(Turn to 40.5)

40.8

The guards accept your totem. "We don't want to see you around here again," they say.

Gain low morale. Draw 2 ability cards. Cross off location 40. Return to the map.

40.9

While Ed and Miguel argue with the guards about the rules of the game, Ezarius breaks open a nearby pipe, filling the area with steam, and you escape.

Gain quest 101. Draw 1 ability card. Cross off location 40. Return to the map.

40.10

"A favor?" says one of the guards, smiling. "We need help taking out a rebel hideout. Those scum hide in the abandoned parts of the city."

The husks of dead pipes, half-rusted into oblivion, line the empty streets as the guards lead you north. Turning into an alley, you navigate broken cobblestones and collapsed walls until you see strands of light escaping a barred window.

"Bust in there and take them out. We'll arrest any after they surrender," says the guard. The other guards chuckle.

"We shouldn't be doing their dirty work," mumbles Miguel.

A. Fight the guards.

COMBAT 42, 43, 50, 51 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, gain quest 101. Cross off location 40. Return to the map.

(If you defeat the enemies, turn to 40.11)

B. Capture the rebels in their hideout.

STRENGTH 14

Fail: -15 health. Gain weakened.

(Turn to 40.12)

40.11

You leave the guards knocked out in the street, but not before picking their pockets.

Gain quest 101. Gain 3 gergon leaves. Mark 1 box on the Stormlock City Rebels track. Cross off location 40. Return to the map.

40.12

You burst into the rebel hideout, Jessie kicking the flimsy door to pieces. The rebels fight like cornered wolves, but they soon surrender.

"Excellent work! Perhaps you should join the city militia," says the guard.

You grab a few bits of loot from the hideout.

Gain 1 ice diamond, 1 meat, and 1 ogroot. Draw 1 ability card. Mark 1 box on the King Trusiam track. Cross off location 40. Return to the map.

40.13

A poster written in lavish script reads:

"King Trusiam seeks brave adventurers to recover artifacts related to his famed ancestor, King Anfortas of Old Cadwahlyn. Lavish rewards will be granted in exchange for these artifacts."

The rest of the poster contains dense information on the possible locations of three different artifacts. Miguel immediately starts to copy it all down into his notebook.

"Aspects of these stories are reminiscent of Arthurian legends." Miguel says, his voice eager. "How fascinating! I wonder if the stories originated here and somehow made it over to our world in altered form, or perhaps vice versa? Or is it all a coincidence? Another aspect of the collective unconscious, powerful enough to transcend the barriers between worlds?"

"Ugh, who cares?" Jessie tears the poster off the wall. "There, just fold that up and bring it with us. Much easier. And you can study it as much as you want."

Complete quest 76. Gain quests 166, 172, and 201.

(Turn to 40)

41

A wooden ship sits frozen, its ribs and spine poking through the ice like the corpse of a dead sea monster.

A. Break into it and explore below deck.

STRENGTH 16

Fail: -14 health. Gain weakened.

(Turn to 41.1)

B. Unfreeze and unlock the cabin door.

CRAFT 14

Fail: You must now choose A.

(Turn to 41.1)

41.1

Below deck, you find the frozen bodies of the crew among piles of broken crates.

MOXIE 14

Fail: -4 health. Two characters gain frightened and one gains low morale.

You force open the door of the captain's cabin. Maps and charts hang on every wall and window. Ezarius examines the maps, then points to one. "They found an island with a Pann settlement—strange that they have settled after so long. Pann nomads have wandered the archipelago for hundreds of

years, ever since the gods destroyed their capital city. They are a bare remnant of what they once were. My home city of Lukra could share the same fate."

Gain quests 107 and 108. Gain 2 meat, 2 ogroots, and 1 tundra berry. Cross off location 41. Return to the map.

42

If keyword SPEAR, turn to 42.1

A white citadel stands in the snow, its seamless walls insurmountable. Nearby, there's a climber's pack filled with rope—what's left of someone's hopeless attempt to scale the tower.

Gain 1 rope. Return to the map.

42.1

A white citadel stands in the snow, its seamless walls insurmountable.

"The Pann traveler said we had to spill blood on the tower wall to enter," says Miguel.

"Does that mean a whole lot of blood? Or just a drop? How does a tower know?" says Jessie, eyeing the ivory walls warily.

"Let's start with just a little," says Ezarius, slicing his hand with a knife. He presses the blood on the tower wall. The blood spreads, flowing into the shape of a door handle. You pull it open and find a passageway.

Miguel blinks at the crimson handle, leaning down to take a closer look. "Fascinating."

"I'm not touching that," says Jessie.

A spiral passage of marble stairs leads upwards. You climb until your legs burn and your lungs demand a rest. You don't have much time to catch your breath, as a hoard of strange eyeballs and sneering demons approaches.

COMBAT 10, 11, 31, 34, 35 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 42.2)

42.2

Despite the cold, you're sweating when you reach the top of the ivory tower. A domed chamber, lit by glowing skulls on the walls, holds an altar, where a rough stone waits.

Gain quest 123. Cross off location 42. Return to the map.

43

If keyword CINDER, turn to 43.1.

A wicked crack in the rocks—a hungry maw in the mountain—leads you into the darkness.

OBSTACLE: Darkness

Lose 1 torch OR take 9 damage and gain frightened.

A glittering pebble sits in a block of ice. Your fingers are numb by the time you chip it out.

Gain quest 118. Return to the map.

43.1

A wicked crack in the rocks—a maw in the hungry mountain—leads you into the darkness.

"I can feel the heat as we descend. This must be the entrance to the Cinder Realm," says Miguel, thumbing through the pages of the old book.

"What is the Cinder Realm?"

"It's a deep, underground labyrinth that stretches thousands of miles," says Ezarius. "It's a dangerous place filled with titans, mushroom forests, and creatures too strange to imagine. I've never seen it, but I read about it at the University of Lukra."

Where the cave ends, the walls glitter with trails of melting ice. "The book says there's a secret door," says Miguel.

A. Find the door.

SAVVY 13

Fail: Return to the map.

(Turn to 43.2)

B. Bash the walls until you find a way through.

STRENGTH 14

Fail: -16 health. Gain weakened. (Part of the cave collapses on you!)

(Turn to 43.8)

43.2

Under the lichen and thawing ice, there are runes expertly carved into the cavern wall. Ezarius reads the runes aloud, and a door cracks open in the wall.

The passage is tight. You dodge the erratic formations from the low ceiling and step cautiously over the shallow pools of water they feed. But the air is warm and humid—a welcome change from the harsh bite of the tundra.

"I should have guessed," says Ed. He's the first to leave the tunnel and beckons you into the awesome sight—an underground arena. To the north, glowing rivers of molten rock pour from dark heights.

Investigate the river of lava.

MOXIE 12

Fail: -12 health. (You fall into a pit filled with hot geysers!)

(Turn to 43.3)

43.3

As you approach the bubbling lava, blue imps climb from behind a stalagmite. Their tall, pointed ears likely heard you coming from far away.

Jessie grips Ezarius. "Are these guys dangerous?"

Ezarius frowns. "I don't know."

A. Intimidate the imps.

MOXIE 7

Fail: -5 health. (Some of the imps try to fight you.)

(Turn to 43.4)

B. Befriend the imps.

CUNNING 15

Fail: Turn to 43.4.

(Turn to 43.5)

43.4

The blue imps flee into a cave, leaving behind some of their possessions. Later, as you walk along a canyon, more blue faces pear over the ledge. They unload a pile of rock that crashes down on you.

"Let's get out of here before they spring more traps," says Miguel, wiping blood from his forehead.

Complete quest 42. Miguel loses 5 health. Gain 1 rope, 1 sand honey, 1 meat, 1 gergon leaf, and 1 fire quartz. Return to the map.

43.5

The imps take you back to their village, a circle of cave houses covered in soft moss. Many of them lie on the ground, covered in bloody gashes.

"How did this happen?" asks Jessie, kneeling beside one of them.

One of the injured points to the north and holds his neck with slim fingers.

A. Help the wounded.

SAVVY 13

Fail: Two characters gain low morale and one gains frightened. Move 1 on the time track.

(Turn to 43.6)

B. Find and confront their attackers.

STRENGTH 12

Fail: -14 health.

(Turn to 43.7)

43.6

You bind their wounds with bits of canvas, and they offer you a meal of bitter mushroom stew.

"There are so many things we don't know about this world," says Ezarius. "So much knowledge that's hidden. When they rebuild Lukra University, I hope I have something new to contribute."

The imps guide you to the surface and give you a box of herbs and plants.

Complete quest 42. Gain quest 119. Gain 1 meat, 1 rope, 1 bloodflower, and 1 gergon leaf. Return to the map.

43.7

The imps lead you to a crystal lake where you find another group of blue beings, just like them. When the attackers see their victims coming with reinforcements, they scamper away.

"Why would they attack their own kind?" asks Jessie

"The most threatening creatures on earth to humans are other humans," says Miguel.

In the abandoned camp, you find a sword made of jagged bone and some rare materials. Your new allies thank you and guide you to the surface.

Complete quest 42. Gain adventure card 93 (Bone Scimitar). Gain 1 meat, 1 rope, 1 bloodflower, 1 fire quartz, and 1 gergon leaf. Return to the map.

43.8

The passage is tight. You dodge the erratic formations from the low ceiling and step cautiously over the shallow pools of water they feed. But the air is warm and humid—a welcome change from the harsh bite of the tundra.

"I should have guessed," says Ed. He's the first to leave the tunnel and beckons you into the awesome sight—an underground arena. To the north, glowing rivers of molten rock pour from dark heights.

Investigate the river of lava.

MOXIE 12

Fail: -12 health. (You fall into a pit filled with hot geysers!)

(Turn to 43.3)

44

An old church stands in the mist, its damp walls hiding in a blanket of lichen. A belltower tilts above the fog. Its door shies from you as though embarrassed of its cracked wooden planks and rusty nails.

A. Enter the broken front doorway.

Unavailable if keyword PIOUS.

MOXIE 8

Fail: Gain frightened.

(Turn to 44.1)

B. Watch and wait for something to return to the belltower.

Requires keyword BELL.

(Turn to 44.2)

C. Investigate the nearby graveyard.

Unavailable if you have adventure card 60 (Bone Mace).

(Turn to 44.3)

44.1

Moldering pews lie under piles of rubble inside the old church, and unfamiliar stars wink through gaps in the ceiling. At the far end of the nave, near the belltower, is a dark archway. There is no entrance to the belltower, but the dark passage could take you to the crypts if you had enough light.

A. Venture down the stairs.

OBSTACLE: Darkness

Lose 1 torch OR take 8 damage and gain frightened.

(Turn to 44.5)

B. Search the broken furniture.

PERCEPTION 7

Fail: -5 health.

(Turn to 44.10)

44.2

A falcon soars down from the clouds and lands atop the belltower. It tilts its head with a penetrating stare, then dives from the tower. It lands on a rock in the churchyard, wings rippling outward, and transforms into a woman in a thick coat of feathers. The skin around her eyes is stained black, starkly outlining her white, pupilless eyes.

"I am Hessrah, daughter of the god Kemter," she says. "I've been watching you, and I know you seek totems for Meecra. What devious plan she has for you, I do not know, but I warn you not to trust her."

"Trusting any of the gods is a dangerous game," says Ezarius.

Hessrah returns the barest hint of a grin. "That sounds like Red Heretic talk. Such disrespect would see you destroyed in older times. But it doesn't matter now. My sworn enemy, the god Thrack, is venturing north. If you ever find yourself facing him in combat, call my name, and I will do what I can to aid you."

"Why is he your enemy?" asks Jessie.

Hessrah sneers. "He stole my eggs for his depraved followers to consume! I will tear out his eyes in payment." In a burst of feathers she turns back into a giant falcon, flying high into the clouds until she disappears.

Complete quests 27 and 116. Gain quest 78. Draw 2 ability cards. Return to the map.

44.3

You walk among the gravestones, their carved letters gilded with pale spider nests. Something crawls from the dirt, gasping. The corpse's sickly skin reeks of decay. A floating eye and a zombie goat join the unmerry gathering of undead.

COMBAT 8, 10, 30, 36, 52, 53 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 44.4)

44.4

One of the zombies was holding a wicked mace made of spikey bones.

Gain adventure card 60 (Bone Mace). Gain 2 bloodflowers and 1 gergon leaf. Return to the map.

44.5

The walls of the crypts are filled with grinning skulls and broken skeletons. In a room at the end of the corridor, a skeleton sits in a locked cage, staring at the floor with the weight of the dead church and all the wild world outside on his shoulders.

"Hello. I'm Kresspin," says the skeleton with a sigh.

"This is a trick," says Miguel. "I saw a magician perform something like this before." Ed and Jessie keep their distance, eyeing the moving bones with distrust.

"It's no trick," says the skeleton. "When I died, I clung to this totem—its power remains, even after many years. It's given me life, of a sort." He holds a totem out for you to see. "I've been here for such a long time, unable to leave. I've thought about throwing the totem and just embracing the afterlife, but I can't bring myself to do it."

"We all must die, eventually," says Ezarius.

"Yes, but I have something to live for," says Kresspin. "I wish to see my love again."

A. Take the totem from Kresspin the skeleton.
(Turn to 44.6)

B. Unlock the cage and let Kresspin the skeleton out.
CRAFT 9
Fail: -5 health. Move 1 on the time track.
(Turn to 44.7)

44.6

"We'll help you make up your mind," you say, snatching the totem from the skeleton. The bones clatter to the ground in a heap.

Gain quests 6 and 115. Gain 1 whiskey. Return to the map.

44.7

"I'm free after all these years! I can go on living!" says Kresspin.

"Yes, living," says Ed, eyeing the skeleton up and down.

Kresspin picks up a tattered tunic and cape and puts them on.

"I must travel with you until my debt is repaid," declares Kresspin.

"Er, no thanks," says Jessie. "I don't know if you'd like my cooking."

"Not to worry!" says Kresspin. "I'm an excellent cook. I used to cook for the queen of Stormlock City. She loved my cooking, and I loved her. Too much, as it turned out. When the king caught the two of us in an embrace, he had me executed by a nest of flesh-eating beetles."

"That's an unfortunate way to die," Miguel gulps.

"I should visit the queen again," muses Kresspin.

A. Let the skeleton join you.
(Turn to 44.8)

B. Decline the skeleton.
(Turn to 44.9)

44.8

"You won't regret it!"

Gain quests 77 and 115. Gain adventure card 62 (Kresspin). Return to the map.

44.9

"Ah, too bad," says Kresspin, his skull drooping on his neck. "Here, take this then."

Gain quest 115. Gain 1 fire quartz. Return to the map.

44.10

You find a bottle of whiskey in the grip of a disembodied skeletal hand.

Gain 1 whiskey.

A. Venture down the stairs.
OBSTACLE: Darkness
Lose 1 torch OR take 8 damage and gain frightened.
(Turn to 44.5)

B. Leave.
Return to the map.

45

In a wide circle of engraved pillars, a litter of bones and skulls crunch under your feet. A sick feeling fills your stomach, sinking down to your toes.

"What is this place?" whispers Jessie. "Did that skull move?"

There's a rattle, and then something crawls along the dirt—a skeletal hand covered in bits of grey tissue. You back away as bones gather together, building themselves into a hideous monster of ribs and rotting flesh. One large skull makes the head, with sharpened teeth and glowing eyes.

MOXIE 13

Fail: Gain frightened and madness.
(Turn to 45.1)

45.1

"Beings of flesh!" says the skeleton, spewing a gust of rotten breath. "Have you come to sacrifice to the great god Thrack, bird king of rot and the endless ravages of time?"

Ezarius stands firm. "You're not Thrack. What are you?"

"I am a servant of Thrack, placed here many eons ago. Sacrifice to Thrack or be destroyed."

A. Give the creature some meat.
Lose 2 meat.
(Turn to 45.2)

B. Fight the loathsome monster.
(Turn to BOSS 4 on the next page.)

C. Trick the monster into letting you go.
CUNNING 12
Fail: -16 health. Gain madness. (You tell the monster you'll return with more meat, but he doesn't believe you. He roars, swiping at you with huge hands and claws of sharpened bone.)
(Return to the map.)

45.2

The creature gobbles up the meat. "Not as rotten as it should be, but acceptable. The god Thrack pecks at your sacrifice!"

The monster spits up a slimy stone with strange markings on it.

Gain quest 25. Gain madness. Cross off location 45. Return to the map.

45.3

You defeat the monster, leaving it in a pile of bones.

Gain quest 25, 4 bloodflowers, and 1 rope. Cross off location 45. Return to the map.

46

A bearded man beckons you inside. "This used to be a temple to Shorme, goddess of rock and fire. But now it's my workshop. I study artifacts from the old Pann empire. Before the gods destroyed it, the empire stretched all the way from Alzarria to the northern tundra." The man turns to Ezarius. "You're a Lukran, aren't you? It seems Lukra is to share the same fate as Pann."

Ezarius clenches his fists. "Yes. I was there when Lukra City was destroyed by Shorme."

"Sorry to hear that. At least, if the rumors are true, the gods have lost much of their power thanks to a group called the Red Heretics. Let's hope it's permanent, eh?"

"Let's hope," says Ezarius quietly.

A. Enter the workshop.
(Turn to 46.3)

B. Ask the man to examine the metal box you found.
Requires keyword BOX.
(Turn to 46.1)

C. Share a drink.
Gain 1 whiskey. Return to the map.

46.1

"This is a lock box, but you can't open it just anywhere. You must take it to a specific place, and I think I know where. There's an old Pann outpost north of here, in the mountains near the God Eye."

Gain quest 114. Return to the map.

46.2

You sneak out with the rock before the man notices.

Gain quest 26. Return to the map.

BOSS 4: ABOMINATION

HEAD

2 +

	1	3
+1	3	2
1	+1	

ARMS

2 +

			2	1
+1	1	1	+1	1
2			3	1
	1	3	+1	

BODY

2 +

1	Discard 1 ability card.	1	+1		2		1
				2		2	
		+2		+1	1		3
					2		

(Level 10) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 45.3)

46.3

Old weapons, tablets, armor, and scrolls line the walls. A giant rock sits in the middle of the room.

"That rock was dropped by the Helthark many years ago. I decided to repair the damage to the building and just leave the rock there."

Behind a glass case, you see a small pebble covered in strange markings.

Ezarius whispers to you, "That is another totem."

A. Bargain for the totem.
Pay 3 resources, then:
SAVVY 12
Fail: You must now pay an additional 3 resources OR make another choice.
(Turn to 46.4)

B. Steal the totem.
PERCEPTION 14
Fail: Turn to 46.5.
(Turn to 46.2)

C. Leave.
Return to the map.

46.4

"It's probably just an old rock, anyway," says the man, giving you the totem.

Gain quest 26. Return to the map.

46.5

"Thieves! You must leave here now!"

A. Take the totem anyway.
Gain quests 26 and 44. Cross off location 46. Return to the map.

B. Drop the totem and run.
Cross off location 46. Return to the map.

47

A wooden shack clings to the side of a rock spire in the glittering lake. You climb a staircase to the top and knock softly on the wooden door. Why would someone live in such an out-of-the-way place? The door cracks open, and the first thing you see is a head of white, frantic hair. It belongs to an aged man. He sighs, sitting back down, buttoning up a jacket of green patches.

"You're a long way from Zokmere, my friend," says Ezarius.

"I'm not your friend!" spits the old man. "And don't mention that damned place again. Now, what do you want? I'm Gloro, and this is my shop of trinkets. You can trade. You can drink my tea. You can stay if you like, but only if you're quiet!" He stares at you with one round eye.

A. Quietly buy a tent.
Pay any 3 resources to gain adventure card 42 (Tent). Return to the map or make another choice.

B. Gently purchase a treasure map.
Pay any 1 resource to gain quest 45. Return to the map or make another choice.

C. Cautiously show Gloro the book of sketches.
Requires keyword SKETCH. Unavailable if keyword DEBT.
(Turn to 47.1)

D. Silently sip some tea and bid Gloro farewell.
Restore 1 health. Return to the map.

E. Loudly rummage through the shop.
(Turn to 47.3)

47.1

Gloro is delighted! "How did you find this?" He cradles the book of sketches like it's a newborn.

"We found it to the west of here and recognized the sketch of this place," says Jessie.

"I lost this months ago. It was my granddaughter's sketchbook. She used to live here, before her parents took her away. I haven't seen her for years." Tears brim over his cheeks.

"Where is she now?" you ask.

"Back in Zokmere," Gloro scowls at the name. "But I can't see her anymore. This sketchbook gives me back a little bit of her, so I must thank you. You folks are somewhat trustworthy. Could I hire you to deliver something for me? I owe a significant debt to a ruthless creditor, but I must stay here with my trading post or some looter will take everything I have."

A. Agree to the delivery.
(Turn to 47.2)

B. Decline.
Complete quest 33. Gain 1 tundra berry.
(Turn to 47)

47.2

Gloro hands you a bundle with a diamond and a stunning, green egg carefully wrapped inside. "Now don't lose these, or I'll hunt you down!"

Miguel laughs nervously.

"It wasn't a joke," says Gloro, staring you down with a pulsing eye. "You can deliver the diamond and the egg to a man named Milkarf. He's a merchant in Stormlock City. And you can keep this as payment." He gives you a rare flower.

Complete quest 33. Gain quest 46. Gain 1 blood flower, 1 ice diamond, and 1 jadeworm egg.
(Turn to 47)

47.3

-1 health (Gloro asks you to leave and kicks you on your way out.) Return to the map.

48

You wander the forest at night. Something moves in the trees.

OBSTACLE: Darkness

Lose 1 torch OR take 5 damage and gain frightened.

Branches crash as huge bears rip through the woods.

If keyword GLUTTON, and you want to attempt to feed the bears to the crystal demons you've been carrying around, you may turn to 48.1. Otherwise, continue.

COMBAT 24, 25 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, gain 1 meat, 1 sand honey, 1 tundra berry, 1 fire quartz, and 2 gergon leaves. Cross off location 48. Return to the map.)

48.1

You throw the black crystals onto the ground. "Demons! We found you some food to eat!"

The crystals tremble, then shatter as black smoke forms into three smiling demons.

"Where is the food?" says one of the demons.

"Yes! I'm hungry! We've waited too long!" says another.

"Eat these bears, quickly!" screams Jessie as the bears surround you.

"They look delicious!" says one of the demons. The demons dive into the bears, gobbling each in one gulp.

"Ah! We are satisfied, for now. We will wait here for unwary travelers. Now leave us before we eat you as well."

Complete quest 52. Gain 1 meat, 1 sand honey, 1 fire quartz, and 2 gergon leaves. Cross off location 48. Return to the map.

49

An iron chest sits near a boulder, dusty with red rust.

A. Break it open.
STRENGTH 13
Fail: Return to the map.
(Turn to 49.1)

B. Pick the lock.
CRAFT 10
Fail: Return to the map.
(Turn to 49.1)

49.1

You find a large pearl, stained orange from the rusty chest.

Gain adventure card 75 (Meecra's Pearl). Draw 1 ability card. Cross off location 49. Return to the map.

50

Clouds blanket the night sky, growling with faraway thunder.

OBSTACLE: Darkness

Lose 1 torch OR take 5 damage and gain frightened.

As you search for shelter from the coming storm, Ed halts, staring into the darkness ahead. "I thought I saw my wife out there." He wanders into the dark mist.

You dash after him, tripping through the tall grass, over roots and gnarled branches. Suddenly, the mist clears, and you stop to face three large demons, shiny and black, with mouths of square, pearly teeth. One of the demons holds Ed by the leg.

"Do you think he's tasty? I haven't had a good meal in ages!"

"Yes, I'm so tired of eating squirrels," says another.

As they lift Ed toward their disgusting mouths, you call out. "Stop!"

A. Make a deal with the demons to let Ed go.
CUNNING 11
Fail: You must now choose B.
(Turn to 50.1)

B. Fight the demons!
COMBAT 31, 32, 33 (Level 9)
If you are defeated, cross off location 50 and return to the map.
(If you defeat the enemies, turn to 50.2)

50.1

"Wait! We have much greater gifts for you," you say.

The demons pause. "What gifts?" says one.

"I don't care. I want to eat him," says another.

"Hold it. Let's hear what she says," says the big demon.

A. Tell them you know where to find the most delicious food they've ever tasted.
(Turn to 50.3)

B. Offer them one of your dormant totems.
(Turn to 50.4)

50.2

The demons melt into a puddle of black ooze.

"This place is a nightmare," says Miguel, helping Ed, who stares ahead in shock.

"That looked just like my wife," mumbles Ed. "I must be mad."

"But I saw it too!" says Jessie. "I saw the ghost."

You look where Ed is pointing, but see nothing.

Gain 2 ice diamonds and 1 fire quartz. Cross off location 50. Return to the map.

50.3

"Hmm...that sounds good. Yes, we want delicious food."

"And more of it!"

"And it can't be squirrels!"

"You must take us with you. Wake us when the food is ready."

The three demons shrink, smaller and smaller, forming themselves into dark crystals that fit in the palm of your hand.

"Remember, we'll be waiting," says a voice from one of the crystals. With a shiver, you place them in your satchel.

Gain quest 52. Cross off location 50. Return to the map.

50.4

"Hmm...that sounds uninteresting," says the large demon.

"I agree. It's time to eat!" says another.

A. Convince them you'll find them better food.
CUNNING 10
Fail: You must now choose B.
(Turn to 50.3)

B. Defend yourself!
COMBAT 31, 32, 33 (Level 9)
If you are defeated, cross off location 50 and return to the map.
(If you defeat the enemies, turn to 50.2)

51

If keyword GAMBLER, turn to 51.11.

Icy stairs stretch the length of a huge building, giving the place an air of magnificence, though their general disrepair reveals the underlying decay of the city. High above, the structure extends outward like a table, casting oppressive shadows on the streets below. Guards in fur hats surround the only visible entrance—a set of towering double doors.

"This is the palace of King Trusiam," says a stern guard. "State your business here or leave."

A. Request an audience with King Trusiam.
Unavailable if keyword LOANED.
(Turn to 51.1)

B. Sneak past the guards and search for the dungeons.
Requires keyword CHANCE or OUTLANDISH.
PERCEPTION 14
Fail: -15 health. (A guard catches you! He fights like a tiger before you knock him out.)
(Turn to 51.6)

C. Sneak into the king's treasury.
Requires keyword VAULT.
CUNNING 12
Fail: -13 health. (A guard catches you! He fights like a tiger before you knock him out.)
(Turn to 51.3)

D. Help Kresspin find the queen of Stormlock.
Requires keyword KISS.
PERCEPTION 12
Fail: -12 health. (A guard catches you! He fights like a tiger before you knock him out.)
(Turn to 51.10)

E. Leave.
Return to the map.

51.1

King Trusiam sits on a tall throne at the end of a long hallway, the architecture so exaggeratedly large that it's more ridiculous than grand. As you draw closer, you can see that his crown is too large for him and hangs low over one side of his forehead. He sits crookedly on his throne, body bent with age, the heavy layers of fine fabrics he wears weighing him down further. But his eyes are clear and sharp, and his expression is haughty and full of pride.

You bow before the king, but he does not respond. Instead, another man, not quite as bent with age, stands and greets you. He introduces himself as Count Heilynn, descendant of a long line of nobility stretching back to the old Cadwahlyn kingdom itself.

"Have you come to fulfill the king's quests?" The count looks just as haughty and proud as the king.

A. Present the Sodden Sword.
Requires keyword SWORD.
(Turn to 51.12)

B. Present the Consecrated Cup.
Requires keyword CUP.
(Turn to 51.13)

C. Present the trophy of the Harrowed Hart.
Requires keyword HART.
(Turn to 51.2)

D. Say a polite goodbye.
Return to the map.

51.2

Count Heilynn accepts the antlers with a flourish, handing them off to his servants with instructions to transport them to the treasury right away.

"King Anfortas was known as a mighty hunter, and yet he was never able to capture this stag, the antlers of which now belong to the mighty King Trusiam!" Count Heilynn's eyes gleam with pride. "King Trusiam is therefore an even grander king than Anfortas ever was! And King Trusiam has plenty of other hunting accomplishments to boast of. Many years ago, he personally captured a great, powerful, unique beast, which now roams the tunnels below the city—to keep the riff-raff at bay."

King Trusiam nods proudly.

Complete quest 174. Gain quest 202. Lose adventure card 123 (Antlers of the Hart). Gain 1 ogroot, 1 rope, 1 meat, 1 tundra berry, 1 fire quartz, and 1 ice diamond. Mark 1 box on the King Trusiam track.
(Turn to 51.1)

51.3

In the outer wall of the palace, you find the broken iron pipe, just as the bandits described. The passage inside is dark and filled with dusty boxes and forgotten junk—broken armor, old furniture, torn books, and stacks of old clothes. The vault door bulges like a round, heavy belly about to pop its rusty rivets. Inside, the bandits are already rummaging through chests of treasure!

"What the hells are you doing here?" one bandit snaps.

"We're just the cleaning crew," says Ed. "We're here to polish the silver. Hand me that platter, would you?"

A. Negotiate a split of the treasure.
CUNNING 11
Fail: You must now choose B or C.
(Turn to 51.4)

B. Capture the bandits and tie them up.
Requires 1 rope.
STRENGTH 14
Fail: -17 health.
(Turn to 51.5)

C. With no cord or cunning, you must start running.
Return to the map.

51.4

If keyword GOBLET, ANTLERS, or LEGEND, turn to 51.14.

With your treasure tucked away, you bid the bandits farewell and sneak out of the palace.

Complete quest 49. Gain 2 fire quartz and 1 ice diamond. Return to the map.

51.5

If keyword GOBLET, ANTLERS, or LEGEND, turn to 51.15.

With your treasure tucked away, you bid the bandits farewell and sneak out of the palace.

Complete quest 49. Gain 1 bloodflower, 2 fire quartz, and 1 ice diamond. Return to the map.

51.6

You sneak into the dungeons, where four guards watch the cells.

COMBAT 42, 43, 50, 54 (Level 9)
You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 51.7)

51.7

You procure cell keys from one of the unconscious guards.

If keyword CHANCE, turn to 51.8.
If keyword OUTLANDISH, turn to 51.9.

51.8

Legara waits in a nearby cell, watching you with curious eyes behind white hair that falls to her waist. Her face is wrinkled with age, but she looks strong and anxious.

"Who are you people?"

"We're with the rebels," you say. "Let's get you out of here."

You sneak out of the dungeons and Legara leads you to a rebel hideout in an abandoned part of the city.

"King Trusiam must be stopped. Our little rebellion is not going well, and many people abandoned the cause when I was caught. But perhaps we have a chance now," says Legara.

Complete quest 84. Gain adventure card 76 (Spider Silk Gun). Gain 1 whiskey, 2 tundra berries, and 1 bloodflower. Mark 1 box on the Stormlock City Rebels track. Return to the map.

51.9

A woman huddles in the corner of a dark cell. Despite her ragged state, her floral-print dress and lace-up leather shoes are unmissable.

"Who are you people?" Her face is covered in grit and her eyes are weary.

"We're friends of Henrik," you say. "We're from San Francisco."

"Henrik!" She stiffens. "Don't get me started on that bum," says the woman, crossing her arms. "So, you gonna let me out of here, or what?"

You make a quick escape and head to the streets. You buy the woman some new clothes and find an inn where she can get cleaned up.

"My name is Lisa," she tells you over a plate of hot bread. "I'm from Oregon, and I traveled half the globe to visit my brothers in Norway, but Henrik got us all stuck here. Just tell me you people have a plan."

"We have a plan," says Jessie. "Don't worry. We'll get you back home."

Gain adventure card 77 (Lisa Grant). Draw 1 ability card. Complete quest 85. Return to the map.

51.10

You sneak Kresspin into the castle and head to the kitchens.

"Ah! I haven't been here in years! The queen would come down to visit me and we'd have lovely conversations," says Kresspin.

You follow one of the servants up to a small balcony garden where the queen sits among the potted pines and mossy rocks.

"Milda, I've returned," says Kresspin with a flourish.

The queen screams.

"Who are you people? What is that ghoulish thing?"

"Darling! It's me, Kresspin."

"Kresspin?" she says, a little calmer.

"Yes! Your dear friend. I've been dreaming of seeing you again, ever since your husband killed me and left me in that abandoned church. I held tight to this rock, this strange pebble that keeps me alive, hoping we could be together again."

The queen's features soften. "It is you. Oh, you're just the same. And yet—"

"I know. I'm hideous now."

The queen looks at the skeleton for a long time, biting her lip. "Kresspin," she says finally, "you must stay here with me. The king is unbearable. I need someone to talk to. And if anyone comes around, I suppose we'll just hide you in the closet." She chuckles. "I can get used to you as a skeleton. You aren't much to look at anymore, but your voice hasn't changed." She sighs.

The queen gives you a few treasures from her room in thanks before sending you back to the kitchens.

Complete quest 77. Gain quest 124. Lose adventure card 62 (Kresspin). Gain 2 fire quartz. Draw 1 ability card. Return to the map.

51.11

Icy stairs stretch the length of a huge building, giving the place an air of magnificence, though their general disrepair reveals the underlying decay of the city. High above, the structure extends outward like a table, casting oppressive shadows on the streets below. Guards in fur hats surround the only visible entrance—a set of towering double doors.

"This is the palace of King Trusiam," says a stern guard. "Wait, I know you! You're wanted for unpaid gambling debts!"

A. Escape the guard.

PERCEPTION 10

Fail: -9 health.

(Return to the map)

B. Bribe the guard.

Pay any 8 resources. Complete quest 101.

(Turn to 51)

51.12

Count Heilynn accepts the sword with a flourish, handing it off to some servants with instructions to transport it to the treasury right away.

"Did that old hag Nyn give you much trouble, then?" asks the count, with a dismissive sniff. "That ancient relic is truly not fit for judging the worthiness of heroes anymore, if you ask me. She really should have retired years ago! Unlike our king, of course, who is still as strong a leader as he's ever been."

King Trusiam gives a satisfied nod in agreement.

Complete quest 167. Gain quest 203. Lose adventure card 119 (Sword of Legend). Gain 2 sand honey, 1 whiskey, 2 tundra berries, and 1 bloodflower. Mark 1 box on the King Trusiam track.

(Turn to 51.1)

51.13

Count Heilynn accepts the goblet with a flourish, handing it off to some servants with instructions to transport it to the treasury right away.

"And so, the goblet returns to its rightful owner. You know, the old Kingdom of Cadwahlyn was destroyed when a distant relative of King Anfortas ascended to the throne and..." He shudders. "...abolished the monarchy! Horrid, I know, but luckily the monarchy has returned with a true, direct descendant of King Anfortas on the throne! Now, people may tell you that King Anfortas never sired children and therefore couldn't have any direct descendants. Well, they're wrong!"

King Trusiam nods adamantly.

Complete quest 204. Gain quest 205. Lose adventure card 121 (Divine Goblet). Gain 2 whiskey, 2 rope, 2 torches, 1 fire quartz, and 1 jadeworm egg. Mark 1 box on the King Trusiam track.

(Turn to 51.1)

51.14

Among the trinkets, you find something you loaned to King Trusiam. With your treasure tucked away, you bid the bandits farewell and sneak out of the palace.

If keyword GOBLET, gain adventure card 121 (Divine Goblet).

If keyword ANTLERS, gain adventure card 123 (Antlers of the Hart).

If keyword LEGEND, gain adventure card 119 (Sword of Legend).

Complete quest 49. Gain quest 50. Gain 2 fire quartz and 1 ice diamond. Return to the map.

51.15

Among the trinkets, you find something you loaned to King Trusiam. With your treasure tucked away, you bid the bandits farewell and sneak out of the palace.

If keyword GOBLET, gain adventure card 121 (Divine Goblet).

If keyword ANTLERS, gain adventure card 123 (Antlers of the Hart).

If keyword LEGEND, gain adventure card 119 (Sword of Legend).

Complete quest 49. Gain quest 50. Gain 1 bloodflower, 2 fire quartz, and 1 ice diamond. Return to the map.

52

You hear frantic barking. A dog turns desperately inside a circle of vicious wolves.

"Oh no you don't!" says Jessie, grabbing her bat.

A. Scare away the wolf pack.
MOXIE 11
Fail: -10 health.
(Turn to 52.1)

B. Fight off the wolf pack.
STRENGTH 12
Fail: -9 health.
(Turn to 52.2)

C. Flee before the wolves attack you.
(Turn to 52.3)

52.1

Jessie jabs her bat at the wolves. You fire your pistols at their feet. The wolf pack turns and runs, fading into the cold mist that drifts down the mountainside.

The dog wanders over to you.

"How did you get out here?" asks Jessie, scratching the dog's head.

Gain adventure card 38 (Bigfoot the Dog). Cross off location 52. Return to the map.

52.2

Jessie swings mercilessly, and you jump in after her. After a vicious struggle, the wolves retreat, whining at their loss.

The dog wanders over to you.

"How did you get out here, boy?" asks Miguel, scratching the dog's head.

Gain adventure card 38 (Bigfoot the Dog). Gain 1 meat. Cross off location 52. Return to the map.

52.3

You escape into the mists while vicious barks and howls fill the air. You find a recently-killed elk in the grass, most likely another victim of the wolf pack.

Jessie flinches at every howl. "I can't take it!" she throws her hands in the air. "I'm going back."

Ed puts a hand on her shoulder, "It's too late, but you're right. It didn't have to be that way." He looks at you with disappointment, and your throat tightens with regret.

Claire and Jessie gain low morale. Gain 1 meat and 1 rope. Cross off location 52. Return to the map.

53

If keyword WORSHIP, turn to 53.1.

You find an empty shrine. A small barrel holds stacks of dried meat.

Gain 1 meat. Return to the map.

53.1

Somber clouds hang over you. In a shrine of columns, six acolytes hold glowing torches, here to burn incense and chant around a statue with curly hair and a wry smile. Someone else is spying on them too, a woman with a horse head, peering at the scene from behind a rock.

"Aunty Gelca! We found you!" says Laikeia.

The horse woman starts, drawing a knife in a clumsy whirl.

"It's okay, they're friends!" says the little harkian girl.

"Who are these people? How did you find me? Go back to Thistletown," Gelca hisses.

"Not a very loving aunty, is she?" says Jessie.

"Quiet! They'll hear you," says Gelca the horse woman, tilting her head toward the acolytes in the shrine.

A. Tell Gelca she needs to take care of Laikeia.
(Turn to 53.2)

B. Ask Gelca what she's doing here.
(Turn to 53.3)

53.2

"I left her with a good family in Thistletown. I can't take care of her anymore," says Gelca.

Laikeia deflates. "Aunty, I want to go with you."

"No! You've been nothing but trouble to me."

"You can't just abandon her!" says Jessie, perturbed.

Gelca snorts, turning on Jessie. "I'm keeping her safe! If she's with me, she'll be in constant danger."

Ezarius interrupts. "Perhaps we should listen to Gelca. I think she knows what she's doing; her work must have great importance."

A sudden interest fills Miguel's eyes. "What's that supposed to mean, Ezarius?"

(Turn to 53.3)

53.3

"It's none of your business," says the harkian woman.

"Why are you spying on these people?" asks Miguel. "Are they dangerous?"

"Of course they're dangerous," she says. "They're trying to strengthen Ohmlude, the leader of the gods. When the gods were awakened eight years ago, they caused chaos and destruction. They cannot be allowed to regain their former strength."

"Yes, I agree with you," says Ezarius. "Let us help you, if we can."

The woman stares at Ezarius. "If you believe that, you should join the Red Heretics."

"I don't want to get involved in that business," he says. "But I've had my fair share of pain thanks to the gods."

Jessie turns to Ezarius. "If that's true, why are you helping Meecra?"

Ezarius shrugs. "The totems will only give Meecra power temporarily, and she has shown herself to be more benevolent than the other gods. Even if she betrays us, she'll eventually become weak again. It's a risk I'm willing to take."

"Enough of this!" says Gelca. "The child needs to go back to Thistletown! I have vital work to do."

A. Convince Gelca it's not safe for Laikeia to travel with you.
CUNNING 11
Fail: You must now choose B.
(Turn to 53.4)

B. Offer to take care of Laikeia if Gelca won't.
(Turn to 53.6)

53.4

"Yes, I can see that she isn't safe traveling with you either," says the harkian. "You never should have taken her with you. You are as irresponsible as you think I am."

"You're not what I would call good parenting material," Jessie retorts.

The harkian woman snorts in frustration. "Fine, I'll take Laikeia back if you help me deal with these people. They are collecting totems. We cannot let that happen."

A. Steal totems from the acolytes.
PERCEPTION 14
Fail: -14 health. (The acolytes catch you and fight you viciously!)
(Turn to 53.11)

B. Intimidate the acolytes into giving up the totems.
MOXIE 13
Fail: -18 health. Gain low morale. (The acolytes fight you viciously!)
(Turn to 53.5)

53.5

The acolytes flee, leaving behind a bag with two pebbles inside, but Gelca demands you hand them over.

"Don't worry. I'll make sure they're used correctly," says Ezarius, then he whispers something in her ear.

"I suppose you can keep them," she says.

You say goodbye and leave Laikeia with her aunt. Gelca watches you uncertainly, clearly wondering if she made the right choice in letting you take the totems.

"What did you tell her?" asks Jessie.

"It helped us get what we wanted. That's all that matters." Ezarius strides ahead of the group, avoiding further conversation. Ed and Jessie look at you, unconvinced, but you keep silent. There's something more Ezarius isn't telling you.

Complete quest 95. Gain quests 96 and 97. Lose adventure card 40 (Laikeia). Gain 2 tundra berries and 1 gergon leaf. Return to the map.

53.6

"Fine, if that's what you want," says Gelca.

"What about what Laikeia wants?" asks Jessie.

Laikeia looks from you to her aunt, her eyes brimming with tears. "I don't know. I guess I'll go with you, Claire."

"Don't worry, honey, we'll take care of you," says Jessie.

A. Offer to help deal with the acolytes.
(Turn to 53.7)

B. Warn the acolytes about Gelca.
(Turn to 53.8)

53.7

"Good. I could use some help. They are collecting totems to help Ohmlude. We cannot let that happen."

A. Steal totems from the acolytes.
PERCEPTION 14
Fail: -14 health. (The acolytes catch you and fight you viciously!)
(Turn to 53.10)

B. Intimidate the acolytes into giving up the totems.
MOXIE 13
Fail: -18 health. Gain low morale. (The acolytes fight you viciously!)
(Turn to 53.9)

53.8

Seething at the interruption, the acolytes draw their knives, but when you explain that Gelca was spying on them, they chase after her. She retreats into the mist and Laikeia wails, "What's going to happen to my aunty?"

Ezarius stands quietly, barely concealing the rage burning inside. "Why did you do that? Ohmlude is a tricky and devious god. We should not be helping these people."

"I'm just trying to get home," you respond, picking through a bag Gelca left behind.

Complete quest 95. If adventure card 40 (Laikeia) is in hand, discard it. Ezarius gains low morale. Gain 1 meat, 2 gergon leaves, and 1 jadeworm egg. Return to the map.

53.9

The acolytes flee and you find a bag with two pebbles inside, but Gelca demands you hand them over.

"Don't worry. I'll make sure they're used correctly," says Ezarius, then he whispers something in her ear.

"I suppose you can keep them," she says.

Laikeia says goodbye to her aunt and you leave the woman at the shrine. She watches you uncertainly, clearly wondering if she made the right choice in letting you take the totems.

"What did you tell her?" asks Jessie.

"It helped us get what we wanted. That's all that matters." Ezarius strides ahead of the group, avoiding further conversation. Ed and Jessie look at you, unconvinced, but you keep silent. There's something more Ezarius isn't telling you.

Complete quest 95. Gain quests 96 and 97. Gain 2 tundra berries and 1 gergon leaf. Return to the map.

53.10

You find a bag with two pebbles inside, but Gelca demands you hand them over.

"Don't worry. I'll make sure they're used correctly," says Ezarius, then he whispers something in her ear.

"I suppose you can keep them," she says.

Laikeia says goodbye to her aunt and you leave the woman at the shrine. She watches you uncertainly, clearly wondering if she made the right choice in letting you take the totems.

"What did you tell her?" asks Jessie.

"It helped us get what we wanted. That's all that matters." Ezarius strides ahead of the group, avoiding further conversation. Ed and Jessie look at you, unconvinced, but you keep silent. There's something more Ezarius isn't telling you.

Complete quest 95. Gain quests 96 and 97. Gain 2 tundra berries and 1 gergon leaf. Return to the map.

53.11

You find a bag with two pebbles inside, but Gelca demands you hand them over.

"Don't worry. I'll make sure they're used correctly," says Ezarius, then he whispers something in her ear.

"I...suppose you can keep them," she says.

You say goodbye and leave Laikeia with her aunt. Gelca watches you uncertainly, clearly wondering if she made the right choice in letting you take the totems.

"What did you tell her?" asks Jessie.

"It helped us get what we wanted. That's all that matters." Ezarius strides ahead of the group, avoiding further conversation. Ed and Jessie look at you, unconvinced, but you keep silent. There's something more Ezarius isn't telling you.

Complete quest 95. Gain quests 96 and 97. Lose adventure card 40 (Laikeia). Gain 2 tundra berries and 1 gergon leaf. Return to the map.

54

Wandering Encounter (See opposite page.)

55

The snow beneath Miguel gives way, and he falls into a chasm! You drop to your stomach, peering over the edge as Jessie calls out, "Miguel! Are you okay?"

He stands below you, looking impatient, as if he's been waiting for an hour already.

"Don't worry. We'll get you out of there," says Ed. "Ruby will never forgive me if I don't get you home to her."

Miguel slumps. "I don't know about that."

A. Dig a path for him to climb out.
STRENGTH 14
Fail: -13 health. Gain weakened.
(Turn to 55.1)

B. Use a rope to help him climb out.
Pay 1 rope.
CRAFT 12
Fail: -15 health. Gain low morale.
(Turn to 55.1)

55.1

Miguel hunches in the snow, resting after the effort.

"Ed, what you said about Ruby..." he starts. "I don't know. We had an argument before I left, and I'm worried she doesn't want me back."

Ed is stern but sympathetic, "A father knows his daughter, Miguel. She'll always want you back. But it's good you're worried. It means you won't take her for granted!"

Miguel can't hide the smile at the corner of his mouth. "I'll always be good to her; I promise. I'll be the best son-in-law..."

Ed cringes. "Don't make me regret telling you."

Gain quest 105. Draw 2 ability cards. Cross off location 55. Return to the map.

Repair mining equipment.
6 Fail: -5
Adventure card 59

Listen for rumors.
Quest card 70.

Rest at the pub.
Remove 1 status effect.

Help mend instruments.
5+ Fail: no reward
Adventure card 9

Visit the mining guild.
Quest card 69

Explore the mines.
7 Fail: -7
Quest card 71

Barter at the trading post.

Stay at the inn.
+1

56

Frosted steel pokes out of the snow—another airplane that crashed here from the God Eye.

A. Dig into the airplane.

STRENGTH 12

Fail: -10 health. Gain low morale.

(Turn to 56.1)

B. Cut a door into the airplane.

CRAFT 11

Fail: -8 health. Gain weakened.

(Turn to 56.1)

56.1

Inside the plane you find a frozen pilot. He grips an icy stone.

"Sorry friend, we need this more than you," says Ed.

Gain quest 122. Return to the map.

57

Geysers spew billows of hot steam. You find travelers, dressed in rags, placing their hands and feet in the steam, howling in pain.

"What are they doing?" asks Jessie, wincing.

"They are followers of Shorme," says Ezarius. "They're mad. They think these geysers are temples to that tyrant and that self-burning is a sign of devotion. But Shorme is weak now, and likely doesn't even care what they're doing. We should try to stop them."

"How depraved," says Miguel.

A. Convince the followers to leave this place.

CUNNING 14

Fail: -12 health. (Some of the followers of Shorme are offended and attack you.)

(Turn to 57.1)

B. Search the geysers.

PERCEPTION 17

Fail: -17 health and gain weakened.

(Turn to 57.2)

C. Leave this place.

Return to the map.

57.1

The followers of Shorme trudge away. A woman approaches you, pulling back her hood.

"Oh, thank you for convincing my brother. I came to watch out for him, but this is madness!"

She gives you a small purse.

Gain 1 tundra berry. Cross off location 57. Return to the map.

57.2

You harvest crystals growing in the mouth of a geyser.

Gain 1 fire quartz. Cross off location 57. Return to the map.

58

There's a large triangle cut into the mountain. Angular markings run through it, connected by embedded crystal orbs.

A. Decipher the secret of this place.
SAVVY 12
Fail: Return to the map.
(Turn to 58.1)

B. Smash the crystals.
STRENGTH 15
Fail: -16 health.
(Turn to 58.2)

C. Leave this place.
Return to the map.

58.1

You shift the crystals, aligning them with the sun. Suddenly, they glow bright yellow and a sliding door opens. A shallow alcove inside holds a staff with a crystal on the end.

Gain adventure card 34 (Lightning Staff). Cross off location 58. Return to the map.

58.2

You collect the remains of the crystals.

Gain 1 ice diamond. Cross off location 58. Return to the map.

59

If keyword CORPSE, turn to 59.1.

You find the grotesque remains of a traveler near the trees. Crows peck at his open stomach as the corpse stares at you with a horrified, frozen scream.

MOXIE 10

Fail: Gain frightened and madness.

You take a map from his satchel.

Gain quest 117. Return to the map.

59.1

Moonbeams dance among the trees as you walk past groves of pines. Jessie fidgets with something golden on her wrist, growing agitated.

"The bracelet! It's pulling me toward the trees!"

"Take it off, quickly," says Ezarius, running toward her.

"I can't!"

You stumble after her into the trees. Something squawks in the mist. A lurching, long-limbed crow bursts from the shadows.

A. Fight the monster!
(Turn to BOSS 3 on the opposite page.)

B. Run away!
PERCEPTION 12

Fail: -10 health. Gain frightened.
(Return to the map.)

59.2

"I've heard of this beast. It must be Vultaric, one of Thrack's children. We're lucky to be alive," says Ezarius.

Jessie pulls off the bracelet and tosses it into the dirt with a shudder.

Complete quest 38. Gain 1 meat, 1 sand honey, 3 bloodflowers, and 2 gergon leaves. Draw 2 ability cards. Cross off location 59. Return to the map.

BOSS 3: VULTARIC

(Level 10) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 59.2)

60

A mountainous shadow shuffles behind the soupy fog. The mere movement of such a titan leaves behind a trail of broken tree trunks, crushed boulders, and footprints turned into lakes. Other, more subtle signs tell a darker story of the giant. The smell of rot lingers in the fog, and bits of flesh covered in maggots speckle its trail.

The giant sniffs. Has he caught your scent?

A. Face the monster!
(Turn to BOSS 1 on the opposite page.)

B. Sneak past and search for George Gift.
Requires keyword GIFT.
(Turn to 60.3)

C. Run away!
Return to the map.

60.1

The necklace grows so tight that it removes George Gift's head. He tumbles to the floor and you flee in terror from the grisly sight.

Complete quest 34. Gain madness and low morale. Lose adventure card 41 (Gift's Map). Gain 1 bloodflower and 1 gergon leaf. Return to the map.

60.2

You wrench the necklace from George Gift's neck and toss it to the floor.

"Destroy that thing! Quickly!" says Ed.

Jessie takes out her baseball bat and slams the necklace over and over like she's hitting a cockroach that just won't die. She stumbles back, shaking her head; the necklace is unharmed.

You can feel the necklace speaking to you, drawing you closer, coaxing you to hold it and claim it for yourself. As you grasp for the chain, Ed snatches it and tosses it down a deep chasm. The spell on your mind falls away as the necklace tumbles into darkness. "How did you throw it? I couldn't think clearly," you tell him.

"My inner demons have enough to say; there isn't room for any more," he says with a wry grin.

"Thanks folks. Don't know what came over me," says George, rubbing a bit of blood from his neck. He looks down the chasm with longing. Jessie gently guides him away, and you leave the canyon.

Complete quest 34. Lose adventure card 41 (Gift's Map). Gain adventure card 44 (George Gift) and 1 bloodflower. Return to the map.

60.3

A stream bubbles over smooth stones and clumps of bare branches. You walk beside it until a slate wall rises up ahead. The mist keeps you from seeing far, but you can make out little ledges in the cliff, ascending handholds near the falling water.

A. Attempt to climb the cliff near the waterfall.
STRENGTH 15
(You may spend 1 rope for +3 STRENGTH this challenge.)
Fail: -13 health.
(Turn to 60.4)

B. Walk along the base of the cliff to look for another way to the top.
(Turn to 60.5)

60.4

A stone slab makes a rough bridge over the stream. To the southeast, a stony slope climbs upward. Miguel discovers a foreboding cave on the far side of the slope.

A. Cross the bridge.
(Turn to 60.7)

B. Hike up the slope.
(Turn to 60.8)

C. Venture into the cave.
(Turn to 60.9)

60.5

A wooden ladder reaches all the way to the top of the cliff. It's a crooked mess tied together with scrappy bits of cord.

A. Climb the ladder.
(Turn to 60.6)

B. Go back and climb the cliff near the waterfall.
STRENGTH 15
(You may spend 1 rope for +3 STRENGTH this challenge.)
Fail: -13 health.
(Turn to 60.4)

BOSS 1: UNDEAD GIANT

(Level 11) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 60.15)

HEAD

2 +

TORSO

2 +

LEGS

2 +

Deal 1 damage to all.

Deal 1 damage to all.

60.6

As you climb the ladder, a ragged harkian appears at the top.

"Join the dead! The necklace is mine!" it rasps, pushing the ladder. You plummet backwards, rolling when you hit the rocky ground.

"What the devil was that?" says Miguel.

-12 health. Gain weakened.

A. Leave this place.
Return to the map.

B. Go back and climb the cliff near the waterfall.
STRENGTH 15 ***(You may spend 1 rope for +3 STRENGTH this challenge.)***
Fail: -13 health.
(Turn to 60.4)

60.7

As you cross the bridge, you find the gruesome, beheaded remains of a harkian explorer.

MOXIE 11
Fail: Gain frightened and madness.
(Turn to 60.10)

60.8

You climb the slope and find the skeleton of a massive creature. Inside the skull is an old backpack.

Gain quest 140. Gain 1 whiskey, 1 torch, and 1 rope.

As you turn back, the creature's skull tumbles toward you.

Dodge it!
PERCEPTION 10
Fail: -8 health.

You find yourself near the stream again, though the skull has blocked the cave. You'll have to cross the stream.

(Turn to 60.7)

60.9

You pass glowing crystals and veins of glittering minerals. A discarded shovel sits in the rock. The tunnel eventually leads you out on the other side of the stream.

Gain adventure card 43 (Shovel).
(Turn to 60.10)

60.10

A rugged overhang in the canyon blocks out the sunlight, shielding a sinister temple cut into the rock. Crooked stalagmites surround the sheer columns and intimidating doorway.

A. Enter the tall main entrance.
(Turn to 60.11)

B. Climb the rough stairs to the right of the temple.
(Turn to 60.12)

60.11

Inside, headless statues line the wall, but they haven't lost their heads. It looks like they never had any to begin with. A dark figure shuffles out of the shadows. Jessie backs away and lifts her baseball bat, but lowers it when she sees a handsome man with a strong chin and a hint of grey in his hair.

"George Gift?" says Jessie hesitantly.

He stares at you with wild eyes then, in an instant, seems to regain his composure.

"Hello friends!" He shares a warm smile and he's brimming with charisma. "George Gift is my name," he states as if Jessie hadn't just said it. "Don't tell me you haven't seen my movies? The papers call me 'A Gift to the cinema!'" He laughs heartily at his own joke and continues, "Of course, you've seen them. Now you remember, don't you?"

"We—" begins Ed, but George cuts him off.

"You people don't look familiar. Let me guess, your airplane fell into a strange world and you're trying to get home? Right?" He winks. "Sounds like one of my movies, doesn't it?"

"Not all your movies," says Jessie, skeptically. "Those pictures about the talking oven weren't very popular."

George scowls. "It's because people don't appreciate art. We're pushing the boundaries, you know. Can't please the plebeians when you're doing something they don't understand."

"Yes, of course, but what the devil are you doing here?" asks Miguel.

"Oh, here?" George's eyes glaze over. "This is an amazing place. Temple of the headless. Come, let me show you all."

He leads you into a chamber.

A dark necklace rests on a headless statue. You're filled with the sudden urge to take it.

A. Pick up the necklace and put it on.
(Turn to 60.13)

B. Resist the necklace.
MOXIE 12
Fail: Turn to 6.13.
(Turn to 60.14)

60.12

You climb the stairs, but they lead to a dead end. You return and enter the temple.

Lose 2 stamina.
(Turn to 60.11)

60.13

George shoves you out of the way and puts the necklace on. The necklace glows, rising up in the air. It slowly tightens around George's neck. Tighter and tighter! He's choking!

Remove the necklace without hurting George!
CRAFT 10
Fail: Turn to 60.1.
(Turn to 60.2)

60.14

You resist the necklace. George tries to grab it but you hold him back.

"Destroy that thing! Quickly!" says Ed.

Jessie takes out her baseball bat and slams the necklace with a roar, over and over, like she's hitting a roach that just won't die. She stumbles back, shaking her head; the necklace is unharmed.

You can feel the necklace speaking to you, drawing you closer, coaxing you to hold it and claim it for yourself. As you grasp for the chain, Ed snatches it and tosses it down a deep chasm.

The spell on your mind falls away as the necklace tumbles into darkness. "How did you throw it? I couldn't think clearly," you say to him.

"My inner demons already have enough to say; there isn't much room for anything else," says Ed with a wry grin.

"Thanks folks. Don't know what came over me," says George, rubbing blood from where the necklace scraped his forehead. You watch him edge toward the chasm, looking down with longing. Jessie gently guides him away, and you travel out of the canyon.

Complete quest 34. Lose adventure card 41 (Gift's Map). Gain adventure card 44 (George Gift) and 1 bloodflower. Return to the map.

60.15

You defeat the giant, who slams to the ground, causing the canyon to collapse behind him, burying the path in a pile of rubble. You find a buried cache near his camp.

Gain 2 ogroots, 1 fire quartz, 1 ice diamond, and 2 jadeworm eggs. Cross off location 60. Return to the map.

61

A man sits in the crook of a rock, watching you with stoic eyes as the wind blows wisps of smoke from a bone pipe. You try not to stare at the glowing markings in his grey skin.

"Greetings, traveler," says Ezarius. "Rare to see Pann this far north."

"I could say the same for you, Lukran," says the man. "Share a meal with me. I'm tired and could use the company."

He serves you stewed meatballs in a spicy sauce. They burn your tongue, but they warm your stomach. The traveler tells you about a mythical weapon called the Starspear. "They say it is so powerful, the spear can slay titans—even the Hectakron in the southern seas and the Helthark that guards the God Eye. And anyone can use it. Once thrown, the spear flies by itself for great distances, knowing your intent and seeking your target. But it's been split into three pieces: the shaft, the spearhead, and the totem. I do not know where the shaft and the spearhead are, but I've heard that the totem lies in a tower to the northwest of the God Eye. I've given up hope of finding the spear myself—I've searched the north for years, and I'm growing tired. Perhaps you will carry on the fight."

Gain quest 121. Gain adventure card 25 (Meatballs). Cross off location 61. Return to the map.

62

If keyword COOK, turn to 62.2.

A cliff looms before you, and there's no way around it.

OBSTACLE: Steep Terrain

Lose 1 rope OR play an adventure card that ignores steep terrain OR take 12 damage.

At the top, you find a gathering of collapsed columns and the rubble of a fallen building.

Dig through the ruins.
STRENGTH 15
Fail: -10 health.
(Turn to 62.1)

62.1

You find a crystal below the debris.

Gain 1 fire quartz. Return to the map.

62.2

Quiet grasses poke out of the snow, swaying with the blustering breath of the mountain. To the north there's a face carved in the slope; a crooked nose runs hundreds of feet up to a smooth eye. In the gap between peaks there's a swirling, glowing anomaly, the second eye of the mountain face and your gateway back to Earth: the God Eye.

OBSTACLE: Steep Terrain

Lose 1 rope OR play an adventure card that ignores steep terrain OR take 7 damage.

You meet a group of hunters. Their fur jackets are stained with grease and blood, and each of them carries a bow and a spear. One of them wears a cowboy hat and clutches a holstered pistol. This must be Bernard.

"Who are you people?"

"Henrik sent us looking for passengers, to bring you back and find a way to get home," you say.

"Well, tell him I've already found one, so he can stop looking and get on over here."

Bernard turns to go, but Ezarius stops him. "You can't kill the Helthark. It's too powerful. You're hunters. You should know better."

"What do you care, stranger?" Bernard bristles.

"The mayor from Milius is worried you'll make it angry and it will destroy her town," says Miguel.

"The mayor! What a fool. I'll kill this beast, and they won't have to worry about it again. This is the only way home. You know it; you just don't want to admit it." says Bernard.

A. Talk him out of attacking the Helthark.
CUNNING 14
Fail: Turn to 62.3.
(Turn to 62.4)

B. Tell him you'll help him attack the Helthark.
(Turn to 62.6)

62.3

Bernard won't listen to you. "I can't wait around for you people to get enough totems, or whatever you call them. I'm going to kill it and get out of here!"

The hunters climb through the snow.

A. Follow them.
(Turn to 62.6)

B. Leave them and search for resources.
Complete quest 65. Gain 1 tundra berry and 1 ogroot. Return to the map.

62.4

Bernard relents. Some of his companions look relieved.

"I'm...losing my mind here. Maybe this Helthark is too much for us. I want to get home more than anything, but I can't do that if I'm dead," he says. "I just hope your plan works."

Suddenly, an ear-splitting cry fills the air. The Helthark flies overhead. It watches you with many eyes, like a hawk hunting a mouse, unhappy that you've ventured this close to the God Eye. With a great flap of its wings, it throws a hurricane wind at you.

Withstand the winds.
STRENGTH 16
Fail: -14 health. Gain weakened and frightened.
(Turn to 62.5)

62.5

You hang onto a piece of granite. The winds pummel your party and dust and dirt blast your face. Some of Bernard's companions are carried away like dried leaves, disappearing into the mist below, their screams echoing over the mountainside.

Miguel rubs dirt from his eyes, turning to Bernard. "And you thought you had a chance?"

Bernard doesn't reply. He just stands there frozen, mouth gaping, scanning the mist for the lost hunters.

"Let's get the hell out of here," says Jessie, grabbing him by the jacket and pulling him away.

Hide from the Helthark.

PERCEPTION 14

Fail: -10 health. Gain weakened.

You climb down, hearing the screams of the Helthark, but you can no longer see it.

Complete quest 65. Gain adventure card 101 (Bernard Zelier). Cross off location 62. Return to the map.

62.6

As you walk through a freezing mist in silence, the Helthark swoops over you. It watches you with many eyes, like a hawk hunting a mouse, unhappy that you've ventured this close to the God Eye. It lets out an ear-splitting shriek, and Bernard calls out:

"There it is! Attack!"

Bernard and his company start firing weapons at the titanic pterosaur. The creature roars, shaking the ground beneath you and sending ice and rock chunks down the slope. With a great flap of its wings, it blasts you with a hurricane wind.

Withstand the winds.

STRENGTH 16

Fail: -14 health. Gain weakened and frightened.

(Turn to 62.7)

62.7

You hang on to a piece of granite. The winds pummel your party and dust and dirt blast your face. Some of Bernard's companions are carried away like dried leaves, disappearing into the mist below, their screams echoing over the mountainside.

The pitiful attack only seems to enrage the Helthark. It slams the cliff above, sending a rockslide toward you.

Escape the rocks.

PERCEPTION 14

Fail: -15 health. Gain weakened.

(Turn to 62.8)

62.8

Bernard turns to you. Fear is in his eyes. His trembling hand drops his spear. "We won't survive this!"

"Let's get the hell out of here!" says Jessie.

Hide from the Helthark.

PERCEPTION 14

Fail: -10 health. Gain weakened.

You climb down, hearing the screams of the Helthark, but you can no longer see it.

"I'm losing my mind here. Maybe this Helthark is too much for us. I want to get home more than anything, but I can't do that if I'm dead," he says. "I just hope your plan works."

Complete quest 65. Gain adventure card 101 (Bernard Zelier). Cross off location 62. Return to the map.

63

A giant sea serpent emerges from the water, teeth open to bite and curled horns poised to gore.

"A mernag!" says Ezarius.

(Turn to BOSS 7 on the opposite page.)

63.1

The creature slams the snowy shore with a crash, its breath stilled, its eyes blank pools of inky blackness.

Gain adventure card 78 (Mernag Horn). Gain 4 meat, 2 ice diamonds and 2 fire quartz. Cross off location 63. Return to the map.

64

A slat bridge hangs across the canyon, swaying in the frigid tundra wind. Miguel examines the bridge for weak spots, and Jessie has found an old mineshaft in the canyon wall further up the trail.

A. Enter the mine.

OBSTACLE: Darkness

Lose 1 torch OR take 12 damage and gain frightened.

(Turn to 64.6)

B. Cross the bridge.

PERCEPTION 10

Fail: Turn to 64.1.

(Turn to 64.2)

C. Attempt to repair the bridge before crossing it.

CRAFT 11

Fail: Turn to 64.3.

(Turn to 64.2)

64.1

As you cross, the ragged rope creaks against the old slats like an ancient beast feeling its final pains. Suddenly the cord snaps and one side of the bridge drops! Everyone holds on as it slams the side of the canyon, tossing you to a ledge just below!

Two characters gain frightened. -8 health.

(Turn to 64.2)

64.2

On the far side of the bridge, you follow a path along the ledge, staying away from icy patches and loose icicles. Above the trail, a large crow carries a white crystal. It lands in an alcove above a treacherous climb.

A. Climb up and snatch the crystal.

STRENGTH 16

Fail: -20 health.

(Turn to 64.4)

B. Use a rope to climb.

OBSTACLE: Steep Terrain

Lose 1 rope OR play an adventure card that ignores steep terrain OR take 20 damage.

(Turn to 64.4)

C. Search the path ahead instead.

(Turn to 64.5)

64.3

As you cross, the ragged rope creaks against the old slats like an ancient beast feeling its final pains. Suddenly the cord snaps and the one side of the bridge drops! Everyone holds on as it slams the side of the canyon, tossing you to a ledge just below!

Two characters gain frightened. -8 health.

(Turn to 64.2)

64.4

The bird is a collector of shiny objects—dozens of trinkets are tucked in the cracks and corners of the nest. You snatch the crystal, and the bird screeches at you, pecking and scratching. You shoo it away and climb back down.

Gain 1 ice diamond. Cross off location 64. Return to the map.

64.5

You find some icy berries growing in the snow.

Gain 1 tundra berry. Cross off location 64. Return to the map.

BOSS 7: MERNAG

(Level 12) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 63.1)

HEAD

3 +

NECK

2 +

BELLY

2 +

Deal 1 damage to all.	3		+1	
			+2	3 / 6
			1 / +1	2
+1		2	1	
	3	5		+1
1	+1	2		
1	1	Heal self 4.	Heal self 4.	
1	+1	2	1	
+1	+1	3	2	
	2	+2	4	

64.6

You pull a map out of an old wooden box inside a mine cart. The ghost of a miner appears. He points to the map and then points to himself.

"Did you make this map?" Ed asks. The ghost nods, then evaporates like steam in the sun.

Gain adventure card 56 (Old Mine Map).

As you venture forward, Jessie trips on a rope. A loose wooden beam smashes down!

PERCEPTION 12
Fail: -14 health. (You don't see the beam coming, and it injures many of you on its way down.)

The old mine is littered with broken tools, busted lanterns, and oily supports. There's a fork in the tunnel ahead.

A. Go right.
(Turn to 64.7)

B. Go left.
(Turn to 64.8)

64.7

You stand in a long corridor. A small set of stairs branches off to the right.

A. Keep going.
(Turn to 64.9)

B. Go down the stairs.
(Turn to 64.10)

64.8

The mine branches again to the left and right.

A. Go left.
(Turn to 64.11)

B. Go right.
(Turn to 64.12)

64.9

The mine curves ahead, where mice fidget and squeak in the dark corners of the shaft. Three passages continue beyond you, one straight forward, one to the right, and one to the left.

A. Take the passage to the left.
(Turn to 64.14)

B. Take the passage to the right.
(Turn to 64.15)

C. Follow the passage forward.
(Turn to 64.16)

64.10

The stairs lead to an empty room. There's a small passage to the north.

A. Investigate the small passage.
(Turn to 64.13)

B. Go back up the stairs.
(Turn to 64.7)

64.11

You find a dead end.

A. Turn around and explore the other branch.
(Turn to 64.12)

B. Go back and try the path to the right near the entrance of the mine.
(Turn to 64.7)

C. Leave the mine.
Return to the map.

64.12

You find a pool of water. Something glints near the bottom.

Gain adventure card 57 (Silver Fish Blade).

A. Go back and try the path to the right near the entrance of the mine.
(Turn to 64.7)

B. Leave the mine.
Return to the map.

64.13

You fall into a pit of spikes!

-12 health.
(Turn to 64.10)

64.14

You enter a chamber filled with spider eggs. Spiders drop from the darkness above and bite your neck and arms!

Two characters gain venom.
(Turn to 64.9)

64.15

The passage makes a hard left turn, then splits yet again.

A. Take the passage to the right.
(Turn to 64.17)

B. Take the passage to the left.
(Turn to 64.18)

C. Leave the mine.
Return to the map.

64.16

In a room furnished with old beds and a table, the ghostly miner sits, lifting an empty tankard and taking a drink of air. You find a ragged map and a golden potion on the table.

Gain quest 141. Gain adventure card 58 (Golden Milk).
(Turn to 64.9)

64.17

The ground breaks below your feet, and you tumble down a steep mineshaft. It dumps you into a snowbank on a canyon ledge.

Return to the map.

64.18

The passage branches left and right.

A. Take the passage to the left.
(Turn to 64.19)

B. Take the passage to the right.
(Turn to 64.20)

C. Leave this mine.
Return to the map.

64.19

You fall into a pit of spikes!

-14 health.
(Turn to 64.18)

64.20

The tunnel coils up and through the darkness until you're certain you're lost, but then the path stops in a chilly cave. A crystal glows in the wall. The ghostly miner appears and winks at you. The wall opens slightly and you're back in the canyon.

Gain 1 fire quartz and 1 ice diamond. Cross off location 64. Lose adventure card 56 (Old Mine Map). Return to the map.

65

If keyword ROBBER, turn to 65.2.

You walk through the residential district of Stormlock City. Workers and their families dwell in ancient towers that are cracked and covered in pipes. Old men sweep their doorways and children chase cats across the pipes. The smell of roasted nuts hangs in the air.

A. Eat at a street cart.
Pay any 1 resource.
(Turn to 65.1)

B. Search for Laikeia's aunt.
Requires keyword AUNTY.
(Turn to 104)

C. Search for Milkarf so you can pay Gloro the Trader's debt.
Requires keyword DEBT.
(Turn to 105)

D. Visit the alley market.
Requires keyword ART.
(Turn to 65.4)

E. Leave.
Return to the map.

65.1

The street vendor shares a new recipe with you.

Restore 1 health. Gain adventure card 27 (Veggie Soup).
(Turn to 65.3)

65.2

City guards approach you. "Yes, these people match the description. You're under arrest for robbery."

Ezarius pushes them aside. "What proof do you have?"

"No proof needed in Stormlock City!" says the guard.

A. Bribe the guards.
Pay 2 resources.
CUNNING 9
Fail: -10 health. Return to the map. (The guards don't take your bribe and you run through the city to escape!)
(Turn to 65.3)

B. Run from the guards and hide.
PERCEPTION 10
Fail: -13 health. Return to the map.
(Turn to 65.3)

65.3

You walk through the residential district of Stormlock City. Workers and their families dwell in ancient towers that are cracked and covered in pipes. Old men sweep their doorways and children chase cats across the pipes. The smell of roasted nuts hangs in the air.

A. Eat at a street cart.
Pay any 1 resource.
(Turn to 65.1)

B. Search for Laikeia's aunt.
Requires keyword AUNTY.
(Turn to 104)

C. Search for Milkarf so you can pay Gloro the Trader's debt.
Requires keyword DEBT.
(Turn to 105)

D. Visit the alley market.
Requires keyword ART.
(Turn to 65.4)

E. Leave.
Return to the map.

65.4

Tall buildings loom on either side of this small side street, casting deep shadows over the strangely quiet stalls. Buyers and sellers conduct their business in whispers, glaring at you every time you dare to look at them.

Ezarius tells you to keep your eyes down. "In the Shaded Market, a stray glance can make dangerous enemies. The rule here is that you will go unseen as long as you do not see."

But Miguel has already wandered off and is staring intently at the offerings at a particular stall.

"Ed!" he shouts, drawing more than just Ed's attention. "You'll want to see this!" Miguel holds up a small landscape painting depicting an impressionist version of a wheat field—a piece from Ed's collection that he had been planning to sell in Honolulu.

The owner of the stall is a gray-haired woman with a missing ear and a deep scar across one cheek. She introduces herself as Thadri.

"It's a pretty picture, eh? If you want it, I'll trade you for a fire quartz or something better. Otherwise, don't waste my time."

A. Intimidate Thadri into revealing where she got the painting.
STRENGTH 9
Fail: You have to tussle with a few of Thadri's guards to get your point across. -6 health.
(Turn to 65.5)

B. Trick the woman into revealing where she got the painting.
CUNNING 7
Fail: Thadri talks circles around you. Gain low morale.
(Turn to 65.6)

C. Appeal to the woman with the truth about the painting.
MOXIE 13
Fail: You've broken an unspoken rule of the Shaded Market by acknowledging that any products for sale were originally stolen. You're unceremoniously expelled from the alleyway. Return to the map.
(Turn to 65.7)

65.5

Thadri holds her hands up in a sign of surrender.

"Alright, alright. I don't want any trouble. I got the pretty picture off a man named Tekla. Real squirmy fellow, but I've had dealings with him before and he always delivers what he says he will. He was bragging about all the art he'd recently found. Said he was selling off some of the pieces at a gallery show near Milius. Art collectors from the south travel hundreds of miles just to buy art there."

Ed watches Thadri's face carefully. "This Tekla, did you see if he had a piece called *Woman with Hairpin*?"

Miguel gasps. "You were planning to sell *Woman with Hairpin*? Why didn't you tell me? You know how important that painting is to Ruby."

"I regret it now," snaps Ed. "That's why I need to get it back."

Thadri glares as them both. "I don't know any specifics. If you want to know more, you'll have to ask Tekla. Here, if I give you this will you please go away and stop disrupting my business?"

Complete quest 156. Gain quest 160. Gain 1 sand honey. Return to the map.

65.6

You convince Thadri that you can set her up with new suppliers if she tells you the source of her current wares. The woman grins at you, pleased to have made such a strong business connection.

"In that case, I got the pretty picture off a man named Tekla. Real squirmy fellow, but I've had dealings with him before and he always delivers what he says he will. But I wouldn't mind working with someone else given the option. When I bought this off him, he was bragging about all the art he'd recently found. Said he was selling off some of the pieces at a gallery show near Milius. Art collectors from the south travel hundreds of miles just to buy art there."

Ed watches Thadri's face carefully. "This Tekla, did you see if he had a piece called *Woman with Hairpin* with him?"

Miguel gasps. "You were planning to sell *Woman with Hairpin*? Why didn't you tell me? You know how important that painting is to Ruby."

"I regret it now," snaps Ed. "That's why I need to get it back."

Thadri glares as them both. "I don't know any specifics. If you want to know more, you'll have to ask Tekla. Here, a small gift so you'll remember Thadri's fondly. Please be sure to give my name to those suppliers."

Complete quest 156. Gain quest 160. Gain 1 sand honey. Return to the map.

65.7

You give Thadri an emotional plea about the stolen paintings and the sentimental value of the collection. Thadri seems unimpressed.

"Look, I don't ask where my suppliers get the stuff, I just sell it on at reasonable prices. If you're going to kick up a fuss about theft and legal ownership, I may have to call over a few of my friends to show you out of the market."

Thadri makes a gesture, and a few nearby toughs take a few steps closer.

"Please, Thadri," interjects Ed. "I know what it's like to run a business dealing in products that occasionally have dubious origins. We're not here to make trouble for you. But you must also know what it's like to have a few items you truly could not bear to part with, under any circumstances—personal treasures that transcend business concerns. I'm only asking for your help to retrieve one of my personal treasures."

Miguel looks at Ed, his brow furrowed.

Thadri sighs. "Fine, I got the pretty picture off a man named Tekla. Real squirmy fellow, but I've had dealings with him before and he always delivers what he says he will. When I bought this off him, he was bragging about all the art he'd recently found. Said he was selling off some of the pieces at a gallery show near Milius. Art collectors from the south travel hundreds of miles just to buy art there."

Ed watches Thadri's face carefully. "This Tekla, did you see if he had a piece called *Woman with Hairpin* with him?"

Miguel gasps. "You were planning to sell *Woman with Hairpin*? Why didn't you tell me? You know how important that painting is to Ruby."

"I regret it now," snaps Ed. "That's why I need to get it back."

Thadri glares as them both. "I don't know any specifics. If you want to know more, you'll have to ask Tekla. Here, a small gift so you'll remember Thadri's fondly, and to make up for any trouble my suppliers caused you. Please remember my name if you plan on purchasing any more miscellaneous items, and please forget my name if you plan on speaking to any city guards about alleged thefts."

Lose quest 156. Gain quest 160. Gain 1 fire quartz. Return to the map.

66

An abandoned cottage sits on the riverbank, broken and still. Birds flutter from the windows as you wander inside and rummage through broken furniture.

When Miguel opens the closet, he steps back. "I'm no weapons dealer. Is this stuff safe to carry with us?"

Gain adventure card 8 (Dynamite!). Cross off location 66. Return to the map.

67

Along the shore, a pile of rocks bakes in the sun—rounded and polished from eons of lapping lake water. As Miguel climbs to the top of the pile, something hisses within the dark spaces beneath. Rattlesnakes! And they're angry to find a trespasser so close to their nest.

Escape the snakes.

SAVVY 11

Fail: Gain 3 venom.

You find an old book, soggy and disintegrating, in the nest of a bird.

"That book will bring you trouble," says Ezarius. "It describes an entrance to the Cinder Realm, an underground kingdom where imps and giants guard their vast kingdoms."

Gain quest 42. Cross off location 67. Return to the map.

68

Bird-like dinosaurs snarl and snap, leaping down and surrounding you with terrifying speed.

COMBAT 26, 27, 28, 29 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 68.1)

68.1

You find a hunting camp strewn with the remains of the raptors' recent attack.

Gain 1 jadeworm egg, 1 gergon leaf, 1 blood flower, 1 whiskey, and 1 torch. Cross off location 68. Return to the map.

69

You find a skeleton in the misty forest, its jaw unhinged in a macabre grin. A fat fur coat is packed in a nearby sled, but the sleeve is torn from the shoulder.

A. Repair the coat.

CRAFT 11

Fail: Return to the map.

(Turn to 69.1)

B. Take what you can and leave.

Gain 1 torch. Return to the map.

69.1

As you repair the coat, Ed muses. "I wish I had my wool suit coats."

"And a cup of hot coffee," Jessie adds.

You sit in the snow, swapping wish lists—comforts from home enough to fill a cargo hold.

Gain adventure card 81 (Fat Fur Coat). Gain 1 torch. Cross off location 69. Return to the map.

70

A stack of slate slabs sits atop the ridge; you almost pass by, but the faint glow of torchlight escapes through the cracks in the natural pattern. Incense drifts from a narrow entrance, mixing with the mountain wind. It tingles your senses and draws you closer. Jessie hesitates at the door, calling out a greeting.

A monk appears, watching you with piercing eyes. "The spirits gather to this place. The gate to the spirit world is near. Have you come to speak to the departed?"

A. Study old texts.

SAVVY 13

Fail: Return to the map.

(Turn to 70.1)

B. Summon the zombie woman's spirit.

Requires keyword MURK. Pay 1 ogroot and 1 meat.

CUNNING 12

Fail: -8 health. Gain madness.

(Turn to 70.2)

C. Leave.

Return to the map.

70.1

You learn an ancient fighting technique.

Gain adventure card 94 (Spirit Slash). Return to the map.

70.2

In the heart of the shrine, mist gathers and swirls, and voices mutter beyond the mist, echoing from a great distance. You think of the zombie woman in your mind and reach out a hand. Her hand appears from the mist, and you pull her through. Her transparent form is hazy in the candlelight.

"Ah! Back to the world of the living."

"This is dark magic," says Miguel, backing away from the ghost woman.

"Nonsense! I was not ready to depart. I have revenge to take."

"Revenge? I thought you were going to tell us a secret about Meecra," says Jessie.

"Oh? Yes, there is something about her that puts you all in danger," the woman cackles. "When the other gods find out, they'll try to destroy Meecra, and you," she cackles again.

Jessie frowns. "How would you know something like that?"

The woman wears a wicked grin. "I found Meecra in the spirit world, and she was talking to herself."

Ed breaths an exasperated sigh. "Well? What did she say?"

The woman folds her arms, her hazy figure flickering in the candlelight. "Meecra is the one responsible for the downfall of the gods. And they're going to kill her for it."

Ezarius shakes his head. "No, you're dead wrong there."

"Well, I'm dead, thanks to Henrik, but I'm not wrong," says the woman.

"Henrik killed you?"

"Yes, he did, and I thank you for bringing me back here so that I can haunt him."

With a cackle, the ghost woman dashes through a wall.

"No! Come back!" says Jessie, but the woman is gone.

"I generally discourage summoning spirits," says the monk. "But it seemed like you people were desperate. I guess you didn't know what you were getting into."

Jessie wears a troubled expression. "Do you think she was telling the truth? About Henrik?"

"Let's hope not," says Ed. "Either way, we need to warn him, if we can."

Complete quest 7. Gain quest 120. Gain 1 bloodflower. Draw 2 ability cards. Return to the map.

71

The deep ferns shudder as squirrels scamper beneath them, shaking dew onto the forest floor. A thousand tiny plants quiver as you approach a small shrine.

A. Investigate the shrine.
Unavailable if keyword GROW.
(Turn to 71.3)

B. Search for Flora's husband, Horace.
Requires keyword HUSBAND.
PERCEPTION 12
Fail: -10 health and gain weakened. (You get lost in a patch of stinging flower.)
(Turn to 71.1)

C. Search for supplies.
Gain 1 ogroot. Return to the map.

71.1

A swarm of sand bees whirls around a white hive. You make your way north toward the river and Miguel rests a reassuring hand on Flora's shoulder.

"Don't worry, we'll find your husband soon."

"What happened to him?" asks Jessie. "Why did he leave you there in that pit?"

Flora adjusts her beach hat with a troubled expression, pausing to collect herself; tears wait at the corners of her eyes. "He didn't leave me there. Horace and I, well, we haven't been getting along. We were having one of our arguments again, and he said he needed a walk to cool down."

"Bad idea, in this place," says Ed. "Everything here wants to kill us."

"Yes, I know. But he's a stubborn man. Once he's made his mind up, it's so difficult to get him to change it."

At the edge of the trees, a leafless branch extends from the ferns like a clawed hand. The tattered remains of a suit coat hang from its fingers. "That's Horace's coat!"

You follow Horace's footprints and after an hour of searching, a voice cries, "Flora! Watch out! Keep back!"

A middle-aged man with a bald head stands near the edge of a cliff. In his hand he holds an egg the size of a football. Two feathered dinosaurs circle him, snarling and snapping their raptor jaws, closing in patiently but with a primal certainty.

Flora dashes forward but slams to a stop when another raptor appears on a ledge above. It watches her with a mixture of curiosity and hunger.

"Put that egg down, now!" she scolds.

"I'm starving, and we need food," Horace replies. "And there are even more eggs in their nest!"

"You're going to get yourself killed!"

"No, no. They're just like ostriches," Horace sounds confident. "They can't hurt us. Just scare them away."

The raptors circle closer. One of them turns on Flora, and she backs toward the edge of the cliff. She's about to fall over a sheer drop.

A. Save Flora.

MOXIE 13

Fail: -12 health. Gain weakened.

(Turn to 71.7)

B. Save Horace.

CUNNING 11

Fail: -9 health.

(Turn to 71.8)

71.3

Fuzzy moss clings to every crack in the shrine stones, where a carved face looks toward the sky in an expression of awe. Stone leaves and vines cover the head like hair.

"This is a shrine to Kemter, god of plants and rain," says Ezarius.

A. Decipher the secrets of the shrine.

SAVVY 12

Fail: Return to the map.

(Turn to 71.5)

B. Smash open the shrine.

STRENGTH 10

Fail: -5 health. Return to the map.

(Turn to 71.4)

71.4

The shrine explodes and vines burst outward, grabbing your limbs and smacking your face. Thorns scratch and tear your skin.

-12 health. Gain venom.

The vines eventually recoil, rest, and turn to ash.

Gain quest 54. Gain 1 blood flower. Return to the map.

71.5

You decipher symbols describing a proper offering, gathering the dirt and dew and placing them in a little stone bowl as instructed. Near the top of the shrine, the stone leaves twitch, then unfurl to reveal a pebble with markings cut into it.

Gain quests 54 and 55. Return to the map.

71.7

You charge at the raptor, and Jessie grabs Flora in the moment of distraction. The other raptors leap onto Horace. He screams as they tear at him. Fumbling backwards, he tumbles over the cliff, dropping into the mists far below.

"Horace!" cries Flora.

Furious at losing their prey, the raptors turn on you instead.

COMBAT 27, 28, 29 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, complete quest 48, gain 1 tundra berry, and return to the map.

(If you defeat the enemies, turn to 71.9)

71.8

You charge at the raptors, chasing them from Horace, but Flora screams—she's lost her grip and falls backward into the mists far below.

"Flora!" yells Horace.

Furious at losing their prey, the raptors turn on you instead.

COMBAT 27, 28, 29 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, complete quest 48, lose adventure card 49 (Flora Snyder), gain 1 tundra berry, and return to the map.

(If you defeat the enemies, turn to 71.10)

71.9

Flora stands at the edge of the cliff, her hair scattered and disheveled, her face covered in mud. There's a faraway look in her eyes. "That old fool. He wouldn't listen."

Ezarius climbs down and finds the body in the mist, but returns with bad news. "He didn't survive," he says gravely.

Complete quest 48. Gain 2 meat and 3 fire quartz. Return to the map.

71.10

Horace lifts the egg, examining it. "We got it!" he says with a smile.

"What about your wife?"

He tucks the egg under his arm and stares over the cliff edge. Mist drifts through sharp rocks at the bottom.

"FLORA! Are you down there?" he calls.

Jessie watches the man with a disgusted look on her face. "You don't seem worried. Aren't you going to look for her?"

"I think I know what I'd find," he says, and walks away.

Ezarius climbs down and finds the body in the mist but returns with bad news. "She didn't survive," he says gravely.

Complete quest 48. Lose adventure card 49 (Flora Snyder). Gain adventure card 50 (Horace Snyder). Gain 2 meat and 3 fire quartz. Return to the map.

72

If keyword PROTECT, turn to 72.5.

A giant bison charges across a vast plain of yellow grass. It swings its head like a sickle, intent on goring a rat-man scrambling ahead of him. A small herd of bison follow close behind, and the rat-man is losing steam.

A. Defend the rat-man!

COMBAT 14, 15, 16, 17 (Level 10)

You may run from this combat at the end of any enemy phase. If you do, cross off location 72 and return to the map.

(If you defeat the enemies, turn to 72.1)

B. Search the area instead. Let the rat-man deal with his own problems.

Gain 1 ogroot and 1 sand honey. Cross off location 72. Return to the map.

72.1

From a fallen bison you collect meat and crystallized minerals growing on the horns like lichen.

Gain 1 tundra berry, 3 ice diamonds, and 2 meat.

"What trouble did you cause these bison, zarg rat?" says Ezarius.

The rat-man wears a hurt expression. "You would instantly frame me for a crime? I should expect nothing else. Zarg rats have a reputation, you know, though it be unfair. I am no pillager! Nor are the rats in my village, though they're treated like vermin by the canyon miners in Tharkolm."

Jessie, Miguel, and Ed regard the zarg rat with a mixture of puzzlement and hesitation.

"I beg your pardon. I only assumed so because the bison were chasing you. Do you live nearby?" asks Ezarius.

"I would tell you, but how can I trust you? We have been endlessly hunted and hated. Tharkolm now threatens to seek out our village and destroy our homes. They say we're stealing their mining tools, but we've done no such thing! I want to sell my silks at Stormlock City, but I cannot even travel safely anymore."

(Continued on next page.)

A. Offer to negotiate for the zarg rats.
SAVVY 7
(Turn to 72.2)

B. Offer to find a silk trader at Stormlock City.
(Turn to 72.3)

C. Ask the rat for a reward for saving him.
(Turn to 72.4)

72.2

"Well, I suppose I can trust you," says the rat. "My name is Legrak. Our village is in a cavern deep in the canyon to the west. Follow the path behind the squid statue. Meet me there and we can talk further."

Gain quest 60. Cross off location 72. Return to the map.

72.3

"That would certainly help me," says the zarg rat. "My name is Legrak. Meet me at the entrance of Stormlock City."

Gain quest 61. Cross off location 72. Return to the map.

72.4

"You still haven't told us why the bison were chasing you," says Jessie.

"And you haven't thanked us properly," you say, eyeing the Zarg rat's small bag of supplies.

"Typical people. I should have known. Well, take this. It's all I've got," says the rat.

Gain 1 tundra berry. Cross off location 72. Return to the map.

72.5

A giant bison charges across a vast plain of yellow grass. It swings its head like a sickle, intent on goring you. A small herd of bison follow close behind.

COMBAT 14, 15, 16, 17 (Level 10)
You may run from this combat at the end of any enemy phase. If you do, cross off location 72 and return to the map.
(If you defeat the enemies, turn to 72.6)

72.6

From a fallen bison you collect meat and crystallized minerals growing on the horns like lichen.

Gain 3 ice diamonds, 1 tundra berry, and 2 meat. Cross off location 72. Return to the map.

73

If keyword LAKE, turn to 73.7.

Tracks in the snow lead through the skeleton of a titanic beast. Smoke drifts from the skull, and you peer in with your heart pounding in your ears. The fire is abandoned, but it isn't old. Scattered around it are signs of an enormous flesh-eating monster too obvious to ignore. You leave before the resident of this ghastly place returns.

Gain 1 rope. Return to the map.

73.1

As the giant shifts in the snow, he sees you. With a roar, he tosses a fat piece of rib bone at you.

A. Run away!
MOXIE 12
Fail: -10 health.
(Turn to 73.4)

B. Fight the giant!
(Turn to BOSS 9 on the opposite page.)

C. Pick up the rib bone and start biting at the leftover bits of flesh.
(Turn to 73.5)

73.2

The grotesque shadow of the giant dances against the skull and masks your path to the cage. The twins perk up when you start cutting open the cage but save their words until you've hobbled away into the frozen wastes.

"I thought we were dinner," says one of the twins, a young man with freckles and red hair.

"I knew you were dinner," says the other, a girl with an impish expression behind her exhausted, dirty face. "I figured I could get out before dessert."

"Where are you two from?"

"Idaho," they say in unison.

"But we're hoping to go to California," says the boy. "I'm Tom and this is Tammy."

Complete quest 8. Gain adventure card 97 (Tom and Tammy). Return to the map.

BOSS 9: TUNDRA CYCLOPS

(Level 11) You may run from this combat at the end of any enemy phase. If you do, lose quest 8 and return to the map. (If you defeat the enemy, turn to 73.3)

HEAD
2 +

TORSO
2 +

LEGS
3 +

Deal 1 damage to all.

Deal 1 damage to all.

73.3

The grotesque giant slams to the ground, burying the bonfire and throwing waves of snow in every direction.

"I thought we were dinner," says one of the twins, a young man with freckles and red hair.

"I knew you were dinner," says the other, a girl with an impish expression behind her exhausted, dirty face. "I figured I could get out before dessert."

Jessie extends a hand to shake. "Where are you two from?"

"Idaho," they say in unison.

"But we're hoping to go back to California. Soon is better," says the boy. "I'm Tom and this is Tammy."

Complete quest 8. Gain adventure card 97 (Tom and Tammy). Gain 1 tundra berry, 1 jadeworm egg, and 1 ice diamond. Return to the map.

73.4

You run from the skull and into the tundra, bounding over the snow to get away. The giant stomps behind, growing closer with each massive step. There's an opening in the rocks ahead; is it an ice cave you could hide in?

Everyone huddles in the dark as the giant slams the ground, roaring for hours, trying to reach you or crush you or scare you out. Finally, things grow quiet.

"I thought we were dinner," says one of the twins, a young man with freckles and red hair.

"I knew you were dinner," says the other, a girl with an impish expression behind her exhausted, dirty face. "I figured I could get out before dessert."

"Where are you two from?"

"Idaho," they say in unison.

"But we're hoping to go back to California," says the boy. "I'm Tom and this is Tammy."

Complete quest 8. Gain frightened. Gain adventure card 97 (Tom and Tammy). Return to the map.

73.5

You pick up one end of the giant bone and start biting off bits of meat, chewing and making noises of hungry satisfaction. "This is delicious!" you say, and continue smacking on your meal. The giant looks pleased and his face twists into a grimace you assume is a smile. Then he walks over to the cage and takes out one of the twins.

"I'm pretty sure we just took a step back," says Ed, morbidly.

(Turn to 73.6)

73.6

You throw the bone at the cyclops and he puts down his snack—the twin, now free, runs out of reach of the giant monster and the other flees the cage as well. With a roar, they cyclops launches the bone back at you before you have time to dodge.

-5 health

A. Run away!
MOXIE 12
Fail: -10 health.
(Turn to 73.4)

B. Fight the giant!
(Turn to BOSS 9 on the previous page.)

73.7

Tracks in the snow lead through the skeleton of a titanic beast. Smoke drifts from the skull, and you peer in with your heart pounding in your ears. A cyclops slouches near a bonfire. Even in its low position, it towers over you. Its mad eye reflects the dancing flames between two blood-stained horns. Behind the cyclops in a woven cage are the twins, looking frightened and dirty.

A. Fight the giant.
(Turn to BOSS 9 on the previous page.)

B. Cut open the cage without alerting the giant.
PERCEPTION 16
Fail: -15 health. Turn to 73.1.
(Turn to 73.2)

74

At the ridge of the icy mountains, a pale woman with obsidian hair appears. Her eyes are the color of glowing embers and her skin is like a white rose.

"So, you are working for Meecra. I am Shorme, goddess of earth and the fire beneath it. All Meecra gives you are empty promises and weak demonstrations of power. You should serve me instead."

Ezarius lunges forward with a drawn knife. "You destroyed Lukra! I will kill you for it!"

Shorme kicks the ground and a boulder slams into Ezarius, knocking him sideways. She laughs softly.

"Pathetic. You mortals are nothing to me, even in my weakened state. Perhaps I should cause a rockslide and crush you all to dust?"

A. Tell Shorme it would be a waste of her strength.
(Turn to 74.1)

B. Start running.
(Turn to 74.2)

74.1

"Fools! You think you can control a god?" Shorme slams the ground with her foot and the whole mountain shakes beneath your feet. Boulders tumble down from above—a fall of icy rocks headed right toward you.

Shorme opens a fissure in the ground and disappears. You flee from the rocks but don't escape not unharmed. When the dust clears, you find a glowing crystal among the debris.

Gain 1 fire quartz. -16 health. Cross off location 74. Return to the map.

74.2

"You are like insects—not worth a second glance," says Shorme.

She opens a fissure in the ground and walks into it, disappearing.

Cross off location 74. Return to the map.

75

You can hardly see the faces of the guards above their twisted, blue scarves. They stand beside the torchlit cave, spears in hand. As you approach, they point their weapons at you.

"Do you serve King Trusiam?" one of them demands.

A. Tell him yes, of course you serve the king.
(Turn to 75.1)

B. Tell him you do not serve the king.
(Turn to 75.3)

C. Tell him you are friends of Nuruk.
Requires keyword PASSAGE.
(Turn to 75.2)

75.1

"Then come in," they say.

They lead you down a hall cut into the mountain. The air grows cooler. Suddenly, a trap door opens in the floor and you tumble into a dark chamber. The guards look down at you. "King Trusiam must be destroyed, by any means. You chose the wrong side."

Something growls in the darkness.

COMBAT 26, 27, 28 (Level 6)

You may not run from this combat.
(If you defeat the enemies, turn to 75.4)

75.2

You show the guards the book with Nuruk's signature.

"Allies are in short supply," one says. "Many who would have fought with us abandoned hope after one of our best warriors was captured. She's still stuck in the dungeons."

"Or dead," says the other guard.

The first guard scowls. "I think she's alive, and if you lot can break her out, we might have a chance again."

"I think we ought to know why first," says Miguel. "Are you sure dethroning the king is the best option? Revolutions bring only blood and chaos."

"I thought you were an ally," says the guard with a raised eyebrow.

"We're on your side," says Jessie. "We just want to know what we're getting into. We're new around here."

"This isn't about politics or power. King Trusiam believes he descends from ancient kings of old, and he's grown obsessed. He jails anyone he doesn't like, and he's blind to the needs of the city. Food shortages. High taxes. No one can live like this."

"Then why do they?" asks Ed. "Where is his support?"

"He won't have any when we've succeeded," says the first guard. "This passage leads into Stormlock City. It's how we've managed to get supplies and spies in and out of the city."

Complete quest 75. Gain quest 84. Mark 1 box on the Stormlock City Rebels track.

A. Follow the passage into the city.
(Turn to 75.5)

B. Bid farewell and return to the entrance.
Gain 1 whiskey. Return to the map.

75.3

"Good! Now go about your business and be sure not to tell anyone else about this place."

Gain 1 whiskey. Return to the map.

75.4

You wander through damp, dark caves for hours, finally crawling to the cold surface.

Gain 1 gergon leaf, 1 tundra berry, and 1 meat. Mark 1 box on the King Trusiam track. Cross off location 75. On the atlas, move to location 32 on map 10. Return to the map.

75.5

You follow the dark passage for hours until you reach stairs of pale stone. The air grows warmer, and steam leaks from iron pipes in the ceiling. The smell that drifts down from above is a mix of sweat, cooking fires, manure, and spices. You soon find yourselves in an alleyway surrounded by tall buildings.

Gain 1 whiskey and 1 torch. On the atlas, move to location 36 on map 9. Return to the map.

76

You meet travelers with pale skin and bioluminescent markings.

"These are nomads from the fallen Pann empire," says Ezarius.

"We were on our way to Stormlock City, northwest of here, to trade. But one of our boys fell ill. He's getting worse, and we don't know how to treat him."

A. Treat the boy's illness.
SAVVY 13
Fail: Return to the map.
(Turn to 76.1)

B. Steal something from the travelers.
CUNNING 11
Fail: -8 health. Turn to 76.2.
(Turn to 76.3)

C. Radio Eugene to carry them to Stormlock City.
Discard the Eugene card, spend 1 fuel, the plane takes 1 damage, and move the plane to Stormlock City.
(Turn to 76.4)

76.1

You help lower the boy's fever, and by nightfall, he's much better. The Pann thank you by sharing a meal.

Gain quest 142. Gain 1 tundra berry and 1 ogroot. Cross off location 76. Return to the map.

76.2

The Pann catch you pilfering a rare flower from a bottle in their supply tent. They attack you and you retreat into the woods.

Gain quest 44. Cross off location 76. Return to the map.

76.3

You sneak away with a rare red flower in a bottle.

Gain 1 bloodflower. Cross off location 76. Return to the map.

76.4

You carry the Pann boy to the plane. At first, the Pann are nervous about entering the aircraft, but you convince them it's safe.

"Lukra City has a few flying ships," says one of the nomads. "It isn't so outrageous."

They thank you and give you a rare leaf.

Gain quest 142. Gain 1 gergon leaf. Move two spaces to the plane symbol on map 4. Cross off location 76. Return to the map.

77

Rapids pound the harsh rocks. The air is wet and cold and every surface is slick with dew. Metal loops hammered in the rock lead up to the top of the falls.

A. Climb the falls.
OBSTACLE: Steep Terrain
Lose 1 rope OR play an adventure card that ignores steep terrain OR take 14 damage and gain frightened and turn to 77.3.
(Turn to 77.1)

B. Search around for supplies.
(Turn to 77.2)

77.1

You find a furnished cave at the top, long abandoned.

Gain quest 143. Gain 1 ogroot and 1 whiskey. Cross off location 77. Return to the map.

77.2

Bees swarm around a hive built into a crack in the rocks.

Gain 1 sand honey. Return to the map.

77.3

You're nearly at the top when you lose your focus, your mind wandering to fears about the Helthark and never making it home. You grasp a rock before checking if it's secure. It slips from your fingers and you reach for help. No one can save you. There's nothing for you to do but fall.

When you wake, Ezarius stands above you, studying your face. "I guess some gods are still merciful," he says.

"It is a miracle," says Miguel.

"Oh, God! Claire!" Jessie smothers you in a sobbing embrace.

"Are you alright?" you ask.

"We weren't," Ed says. He explains how it wasn't just you who fell from the falls. How you all woke on the rocks below, covered in blood, but still alive.

"It's the stone," says Ezarius. "It's bloodstone. I should have recognized it. Bleed upon the stone, and the stone will give you healing. It can't cure every wound, of course," he says as he winces from aching ribs. "But it was enough to save us from a certain death."

Restore 5 health. Gain 1 sand honey. Cross off location 77. Return to the map.

78

A ragged man with midnight hair stumbles through the grass, his desperate gaze resting on you as if he were swimming in a vast ocean and you were a boat on the horizon. In the far distance, four men on horses gallop in your direction.

The ragged man calls out as he gets closer. "King Trusiam's men are hunting me down for spreading the truth about the corrupt king! If they catch me, they'll kill me! Please, help me escape!"

A. Search for a place to hide in the nearby canyon.

PERCEPTION 10

Fail: -12 health. Gain weakened. (As you climb over the canyon rim, you slip and fall to a rocky ledge.)

(Turn to 78.1)

B. Turn the man over to King Trusiam's men.

STRENGTH 10

Fail: -9 health. (The ragged man fights for his life and bashes you in the head.)

(Turn to 78.2)

C. Tell the man you can't help him.

(Turn to 78.3)

78.1

You scramble into the canyon and find a narrow cave to hide in. The horses pound the ground above, and a few of the men descend on ropes, searching the canyon walls, but they don't find you.

"You have no idea what good you've done," says the ragged man. "My name is Nuruk. I've been printing pamphlets and urging the people of Stormlock City to rebel. We must de-throne King Trusiam; the man is a corrupt tyrant."

He gives you a pamphlet and a small red book with his signature in it. "Use this to get through the secret passage near Meriok, the mountain village northwest of here. The guards will open the door for you."

Gain quest 75. Gain 1 ogroot. Mark 1 box on the Stormlock City Rebels track. Cross off location 78. Return to the map.

78.2

"You have no idea what you're doing! You're only propping up a tyrant!" screams the ragged man.

"You strangers value goodness and order and tradition, it's clear," says the horsemen after they've bound and gagged their quarry. "King Trusiam needs good people like you in his service. Visit Stormlock City and read the posters to learn of the King's missions."

Gain quest 76. Mark 1 box on the King Trusiam track. Cross off location 78. Return to the map.

78.3

You watch as the man scrambles over the grass. The horsemen catch up to him and soon have him bound and gagged. They ride off toward the west.

"We can't get involved in things like that," says Ed. "We're in enough trouble already."

Gain 1 rope. Mark 1 box on the King Trusiam track. Cross off location 78. Return to the map.

79

Canvas tents shiver in the cold morning mist. Beside them, a stream gurgles down a hill of smooth stones. There's a harkian in the camp staring at the dead ashes of a fire, mumbling to himself and shivering.

"Something waits in the cold night. Beyond the veil of this world. Beyond where the gods may tread. A dark something watches us and pulls us to endless oblivion. The headless one. He leads us to the headless one!"

Miguel crouches down next to him. "What does that mean? The headless one?"

The harkian mumbles to himself, ignoring everything.

A. Study nearby journals for clues about the headless one.
SAVVY 10
Fail: Gain madness. Move 1 on the time track, then return to 79.
(Turn to 79.1)

B. Leave this place.
Return to the map.

79.1

The scribbled notes and rough maps give few clues.

"I hate to leave him like that," says Jessie, looking back at the mumbling harkian.

"Not much we can do for him now. Maybe he'll snap out of it," says Ed.

Gain adventure card 41 (Gift's Map). Gain 1 rope. Cross off location 79.

80

If keyword END, and you have at least 5 restored totems (9 if playing a long campaign), and you are ready to finish your campaign, turn to 120.

Here at the doorstep of the God Eye lies the graveyard of those claimed by the portal and the Helthark.

Steel bones litter the fields and smoke drifts from the wreckage. One of the planes has been fashioned into a dwelling. A wooden wall closes off a section where the steel body has been ripped in half.

Ed knocks on the door, and a man in a strange mix of clothing—no doubt scrounged from the crashed planes—answers with a grin. He tells you he sells the valuables from the crashed planes.

"The Helthark downed most of these flying machines, but some crashed on their own. We can transport the fuel to your craft if you need it. We did that a few times for some other customers, but the Helthark killed every one of them as soon as they went near the God Eye."

A. Buy fuel.
Pay any 3 resources to refuel the plane to full. Return to the map.

B. Scrounge the planes for something useful.
SAVVY 14
Fail: -14 health.
(Turn to 99)

C. Leave.
Gain 1 torch. Return to the map.

81

If keyword OUTPOST, turn to 81.1.

The God Eye swirls above you, a tantalizing doorway that you know leads straight back to San Francisco. You're so close, but flying is the only way to get through it, and it's a death sentence with the Helthark looming somewhere above. You find some supplies in a crashed plane nearby and move on.

Gain 1 meat and 1 whiskey. Return to the map.

81.1

You find the ruins of the Pann outpost, just as the scholar near Milius described. Inside is a metal statue, a cyclops with cascading feathers on its body. As you grow close to the statue, holding the metal box you found, something clicks inside, and it opens. The eye of the metal statue twitches in its socket, glowing blue before fading again. Inside the box is a pebble with strange markings and a crystal.

Complete quests 113 and 114. Gain adventure card 103 (Pann Stone). Gain 1 ice diamond. Draw 1 ability card. Return to the map.

82

Wandering Encounter (See opposite page.)

Climb the mountain.
Requires keyword STRING.
7 -8
Quest card 110

Follow the jade eyeball.
Requires keyword STARE.
Quest card 112

Claim the climbing gear.

Approach the travelers.
Quest card 109

Hunt the ofilog.
7 Fail: -4

Dig out the camp.
6 Fail: no reward
Adventure card 85

Repair the sled.
6 Fail: no reward
Adventure card 84

83

If keyword HUNTER, turn to 83.2.

A rough shelter sits near the edge of the sea, a lone refuge from the biting wind and treacherous northern waters. As you climb inside, you find spattered blood on the floor and walls.

Search the camp.

PERCEPTION 9

Fail: Return to the map.
(Turn to 83.1)

83.1

There's a map and a box of supplies hidden beneath a sagging bed in the corner.

Gain quest 103. Gain 1 whiskey, 1 torch, and 1 rope. Return to the map.

83.2

A rough shelter sits near the edge of the sea, a lone refuge from the biting wind and treacherous northern waters. The hunters you met in Milius crowd around a vibrant fire near the shelter. "You actually made it all the way up here!" says their leader, Orlig. "We're going to search for my brother, though we may run into the beast again. We could use your help."

A. Search along the coast.

PERCEPTION 14

Fail: -12 health. Gain low morale.
(Turn to 83.3)

B. Study maps of the region to decide where Orlig's brother might be.

SAVVY 8

Fail: Move 1 on the time track. Gain low morale. You must now choose A.
(Turn to 83.4)

83.3

You follow the frozen coast to the northeast, watching fat seabirds dive for fish in the roiling waters. The hunters keep close, their spears drawn, their grim faces masking the fear beneath.

"What does the beast look like?" asks Miguel, watching the snowy plains warily.

"You'll see it soon enough," says Orlig.

As the sun drops toward the horizon, a frigid wind blows, and the party swarms closer together.

OBSTACLE: Cold

You may play an adventure card that ignores cold OR take 6 damage and gain low morale.

After hours of searching, you find nothing along the coast except for the rib bones of long-dead sea serpents.

A. Search the tundra to the north.
(Turn to 83.5)

B. Search the cliffs to the south.
(Turn to 83.8)

83.4

In the tattered hunting maps, you find mention of a mine in the cliffs to the south.

"Perhaps he's hiding in there," says Orlig.

Gain 1 whiskey. Draw 1 ability card.

A. Search the cliffs to the south.
(Turn to 83.8)

B. Search the tundra to the far north.
(Turn to 83.5)

83.5

As you march through the deep snow of the tundra, something howls beyond a snowbank.

"The beast! It found us!"

A giant wolf leaps over the bank, snarling and baring yellow teeth below quivering gums. Hoarse commands break out; the men ready their weapons.

A. Attack the wolf.

STRENGTH 14

Fail: -14 health.
(Turn to 83.6)

B. Tell the hunters to wait.

CUNNING 10

Fail: You must now choose A.
(Turn to 83.7)

83.6

As the wolf collapses in the snow, leaking a pond of crimson, someone appears on the far side of the snowbank.

Recognition spans Orlig's face. "My brother! We found you!"

Orlig's brother stumbles down the snow toward the wolf. "What have you done? You killed him!"

Orlig looks confused. "Yes, we killed the beast! And you're alive! What's wrong?"

Orlig's brother stumbles to the ground, gripping the wolf's giant head. "This wolf and I were friends. He kept me alive all these weeks when I was alone. He helped me hunt. And now you killed him."

Orlig sinks. "But he seemed so dangerous."

Marching back toward camp, Orlig's brother is silent, his features twisted in grief. You realize there's nothing you can say, so you bid farewell to the remaining hunters, who give you a pouch of rare herbs.

Complete quest 56. Gain 2 tundra berries, 1 bloodflower, and 1 gergon leaf. Return to the map.

83.7

In their fear-stricken state, you barely keep the hunters from throwing spears at the wolf. The wolf snarls and barks but doesn't attack.

Someone appears on the far side of the snowbank. "Don't hurt him! He's mine!"

Recognition spans Orlig's face. "My brother! We found you!"

Orlig's brother stumbles down the snow toward the wolf, who runs up and licks the man on the face. "This wolf and I are friends. He kept me alive all these weeks when I was alone. He helped me hunt!"

Orlig laughs. "But he seemed so dangerous."

"Oh, he is. But only when I tell him to be," says Orlig's brother. "Now we can all hunt together."

When you bid farewell, the hunters give you a pouch of rare herbs and Orlig's brother gives you a rock he found in the snow.

Complete quest 56. Gain quest 22. Gain 2 tundra berries, 1 bloodflower, and 1 gergon leaf. Return to the map.

83.8

In the cliffs you find a frozen mine. Near the front of the mine is a small bed chamber, clean and recently used from what you can tell. Frozen meat hangs outside the bed chamber, and a cooking fire smolders nearby.

Near a pile of chewed-up bones, you find a large bed on the floor made of old rags. The bed is covered in white fur, as if a dog sleeps there.

Gain 2 meat and 1 rope.

Explore the tundra to the north.
(Turn to 83.5)

84

Pinewood smoke drifts up from a camp of scarlet tents. People are busy cooking cuts of meat, sharpening blades, and stuffing packs with rope and tools.

A Lukran woman with two swords on her belt introduces herself as Marani. "Are you Red Heretics? Have you come to join the mission?"

Ezarius answers before anyone can say a word. "No, we're simple travelers. But could you use some help here?"

The woman looks Ezarius up and down. "I suppose. We're short some of our crew. They got sick and had to stay at Stormlock city, but we need a few more hands."

Ed glances at a pile of weapons leaning against a canvas tent flap. "What are you planning? This looks like a raid."

The woman hesitates. "We're explorers, and we found an ancient place cut into the mountain near here that we've been preparing to enter. But these mountains hold all sorts of deadly demons and cursed monsters. We must be ready for them," replies Marani. "We could certainly use your help. But be warned: this is a deadly place. Do not enter unprepared."

A. Join the venture.
(Turn to 84.1)

B. Decline and wait to steal something from their camp.
CUNNING 12
Fail: -10 health. Turn to 84.9.
(Turn to 84.2)

C. Tell them you might return to help later when you're more prepared.
Return to the map.

84.1

Marani whistles, calling for everyone to depart. She guides you to an intimidating doorway cut into the rock, a slit of midnight in the slate walls. You follow her through to a chamber, the walls covered in carvings of hourglasses and skulls. Stairs as wide as a railroad car lead downward into the dark.

OBSTACLE: Darkness

Lose 1 torch OR take 13 damage and gain frightened.

Below, a horrid stench fills a hall covered in half-buried bones. The floor is slick with muck and decay. Jessie covers her mouth. Miguel clamps his shut. As the crew reaches the center of the chamber, kicking a path through the bones, unearthly screeches echo from nooks along the wall. Vicious, black bird demons swoop down, surrounding you.

Fight the bird demons!

COMBAT 19, 20, 21 (Level 9)

You may run from this combat at the end of any enemy phase. If you do, cross off location 84 and return to the map.

(If you defeat the enemies, turn to 84.3)

84.2

You rummage through the camp and find a fiery crystal. Ezarius frowns but says nothing.

Gain 1 fire quartz. Cross off location 84. Return to the map.

84.3

The dark remains of the demons lie among the bones, but the victory comes at a high price; eight members of the delvers' crew have fallen, torn apart by the vicious birds. Those that remain hesitate, kneeling at their comrades' bodies, glancing back toward the surface.

"We've got to keep going," Marani insists. "If we leave now their deaths will be for nothing."

"This place will kill us," mutters Ed. "I didn't sign up for something like this. Why take such a risk when there are other paths?"

A. Encourage the crew to keep moving forward.

CUNNING 10

Fail: Gain low morale, frightened, and madness.

(Turn to 84.4)

B. Tell the crew to rest while you scout ahead.

MOXIE 8

Fail: Gain low morale and frightened.

(Turn to 84.8)

C. Turn back.

Gain 1 bloodflower. Cross off location 84. Return to the map.

84.4

Through a crumbling door, you find giant bird skeletons lining the hall. On closer inspection, you realize they're carved from stone that's now cracked and crumbling to the floor.

Two explorers press forward into the hall, but the ground instantly gives way. Screams echo through the halls as they fall into a dark abyss.

A. Study the floor to find a safe path.

SAVVY 12

Fail: -16 health. Gain weakened.

(Turn to 84.5)

B. Craft a bridge over the floor with bones and rope.

CRAFT 13

Fail: -14 health. Gain low morale.

(Turn to 84.5)

84.5

In the next chamber, a grotesque bird is carved into the rock. After the features of the previous halls, no one seems eager to touch it.

"That's Thrack, god of time and rot," says Ezarius.

After hesitating a moment, Marani sighs, climbing the statue and removing two pebbles from the open beak. As she drops to the floor, a dark miasma seeps from the beak, the putrid mist pouring down in a slow fall of plague. A ragged, raspy voice fills the hall.

"Welcome to my chamber, thieves! For trespassing, you will suffer and rot."

Withstand the miasma!

SAVVY 13

Fail: Three characters gain madness and two gain venom.

You dash away from the statue, but it's too late; the miasma envelops everyone. Soon, it's like running through water. Panic grips your mind. When you reach the next room with the crumbling floor, two more crew members fall into the abyss with a scream.

You make it to the surface, gripping the cold earth and feeling the rain on your neck, your heart pounding. The miasma feels stuck in your lungs, and you cough and sputter to be free of it.

The remaining explorers limp back to camp.

"Our mission is too important, though the cost was dear," says Marani. "Here is your payment, as promised."

Gain 1 fire quartz, 1 ice diamond, and 2 jadeworm eggs.

A. Steal the two totems they found.
PERCEPTION 9
Fail: Turn to 84.6.
(Turn to 84.7)

B. Bid farewell.
Cross off location 84. Return to the map.

84.6

Marani faces you, drawing her swords, though she is too weak from the miasma to pose any real threat. She heaves raspy breaths where she stands. "You would steal from us after we paid such a high price. People died to get these!"

The remaining crew draw their weapons and you run, escaping in the low clouds that grip the hills and rocks. Ezarius is furious for days.

-13 health. Ezarius gains low morale. Cross off location 84. Return to the map.

84.7

You sneak away with the two totems, escaping in the low clouds that grip the hills and rocks. Ezarius is quietly furious for days after.

Gain quests 99 and 100. Ezarius gains low morale. Cross off location 84. Return to the map.

84.8

Through a crumbling door, you find giant bird skeletons lining the hall. On closer inspection, you realize they're carved from stone, though pieces of it are cracked and crumbling to the floor.

You press forward into the hall, but the ground suddenly gives way beneath your feet. Your screams echo through the halls as you fall into a dark abyss.

You roll down a steep slope and land in a putrid puddle. After wandering for hours, you find a narrow passage and climb upward. A dark helmet shaped like a skull sits near a headless skeleton.

-5 health. Gain weakened and low morale. Gain adventure card 74 (Skull Helm).

You climb back up into the hall to meet the crew. They've rested and gathered their wits.

(Turn to 84.5)

84.9

You rummage through the camp and find a fiery crystal. Ezarius frowns but says nothing. But you've been careless. As you pocket the crystal, a few crew members catch you and chase you away with rocks and crossbow bolts.

Gain quest 44. Gain 1 fire quartz. Cross off location 84. Return to the map.

85

A swirling storm surrounds a crystal formation. Blinding snow pounds the rocks and batters your party.

A. Brave the storm to examine the crystals.
STRENGTH 17
Fail: -15 health.
(Turn to 85.1)

B. Leave.
Return to the map.

85.1

You press through the icy winds and gather some of the crystals.

Gain 1 ice diamond. Cross off location 85. Return to the map.

86

Eerie bellows fill the thick night air. In the dense fog, white eyes appear in the distance, glowing like lighthouses. As they grow larger, you make out two moose antlers above the eyes, the tops like castle battlements. Two more pairs of eyes and antlers appear, and the three beasts charge.

COMBAT 55, 56, 57 (Level 11)
You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemies, turn to 86.1)

86.1

The demonic creatures fall and you find rare plants growing among their rotting antlers.

Gain 1 tundra berry, 2 gergon leaves, 1 bloodflower, and 1 fire quartz. Cross off location 86. Return to the map.

87

"Watch out for the ofilogs," says Ezarius, pointing across the frozen landscape. "They can be vicious when provoked."

The ofilogs, massive scaled walruses with four eyes each, are basking in the sun just outside of a large hole in the ice—and sticking halfway out of the water is an overturned metal craft shaped like a nautilus. Supply crates are scattered like dice on the surrounding ice.

The ofilogs blink their eyes lazily. One of them turns over onto its back. Either they haven't noticed you, or they don't mind spectators.

A. Sneak past the ofilogs to search the crates.
PERCEPTION 16
Fail: -10 health, gain frightened. (The ofilogs are not happy to be disturbed.)
(Turn to 87.1)

B. Turn around and find another path.
Return to the map.

C. Track the many-eyed ofilog.
Requires keyword ONE
SAVVY 11
Fail: -6 health, gain frightened. (The ofilogs are not happy to be disturbed.)
(Turn to 87.2)

87.1

You search through the crates, anxiously dodging the view of the ofilogs and trying to ignore the skeleton leaning up against the abandoned iron craft. You can't be sure if the skeleton is someone who died long ago, or someone who died recently and was picked clean by hungry ofilogs.

Gain 1 whiskey, 1 rope, and 1 tundra berry. Return to the map.

87.2

You survey the ofilog herd from a safe distance, looking for any animal that looks noticeably different.

Ed stomps his feet and hugs himself against the cold. "This is impossible! The creatures all look the same."

"Here!" Jessie points to a deep groove in the snow. "These could be ofilog tracks! Maybe we should follow them."

The tracks lead you to a cave carved into a pillar of ice. A deep roar echoes from within its depths as you approach.

Miguel groans. "Is that sound what I think it is?"

"Yes." Ezarius draws his weapon. "Prepare yourselves!"

When the creature finally emerges from the cave, there's no doubt in your mind that this is the one you're looking for.

COMBAT 68, 69, 70 (Level 10)

You may run from this combat at the end of any enemy phase. If you do, return to the map.
(If you defeat the enemy, turn to 87.3)

87.3

The ofilog takes a final, shaky breath, and then falls. As it hits the ground, its body melts away, leaving only its many eyes behind, scattered across the ice.

"I was hoping the eyes were metaphorical," adds Miguel, miserably.

Complete quest 157. Gain quest 158. Gain adventure card 117 (Yvhal's Eyes). Cross off location 87. Return to the map.

88

A Lukran man camps on the edge of the village. A heavy, horned pack animal lounges in the grass nearby.

"I'm an art trader from Lukra. We lost so much art when Shorme destroyed our museum. If you know of any local art I could buy, please tell me. I traveled here to trade at the mansion north of town, but all of it is too expensive."

A. Tell him you know of some fascinating art if he can take care of it.
Requires keyword VALUABLE.
(Turn to 88.1)

B. Help him cook a soup.
Gain adventure card 108 (Honey Broth). Return to the map.

88.1

"It's an absolutely magnificent collection," says Miguel. "But the artist, Rascan, wants to destroy it. You must save the art before it's lost forever!"

"But if the artist wants to destroy it, isn't that their right?" asks the art trader.

"Absolutely not. These pieces are moving and surreal. They have a deep power that could inspire generations of painters. We can't let them be lost," says Miguel.

"And we offer this priceless collection for a mere fraction of what it's worth," says Ed.

The art trader nods. "I suppose you're right. I'll get down there and pick them up as soon as I can." He gives you a small pouch filled with crystals.

Complete quest 135. Gain 1 fire quartz and 2 ice diamonds. Cross off location 88. Cross off location 12 on map 3. Return to the map.

89

An old mansion stands atop a hill overlooking Milius, like a drowsy dragon keeping watch over its hoard. Its walls are covered in puzzle-pattern cracks and its garden barely holds back encroaching weeds from the mountain. You can see no residents, guests, servants, or even animals, but the ancient place is too well-tended to be truly abandoned.

A. Knock on the door.
(Turn to 89.3)

B. Explore the gardens.
SAVVY 5
Fail: You trip into a briar patch. -3 health
(Turn to 89.2)

C. Wait until evening.
Requires keyword GALLERY.
(Turn to 89.1)

89.1

As the sun sets, the empty mansion comes to life. Lanterns glow in the windows. Townsfolk and travelers approach the door, where they either hand over a paper invitation or pay a fee to gain entrance. You stop a woman in a red dress and a large hat and ask her what's going on.

"Oh, it's an art show!" The woman radiates eagerness and excitement. "I've heard they're displaying art from another world, too! I'm nowhere near rich enough to buy any of it, but they're letting anyone in with just a small donation to the Milius Miners and Merchants Concern. I simply couldn't miss the opportunity!"

Ed frowns as the woman hurries away. "The sheer indignity of being asked to pay to look at my own collection. I can't bear it!"

A. Line up and pay the fee.
Lose 1 rare resource or 3 common resources.
(Turn to 89.4)

B. Sneak around the back.
PERCEPTION 9
Fail: You trip into a briar patch. -3 health
(Turn to 89.5)

89.2

You find your way through a small, ornamental hedge maze, in the center of which is an oddly practical little vegetable-and-herb garden.

Gain 2 ogroots. Return to the map.

89.3

After a long wait, an older man with a long gray mustache opens the door.

"Yes, yes, what is it? Can't you see we're busy?"

You look around at the empty mansion grounds.

Ed steps up and smiles politely. "We're looking for the owner of this fine home. Would that be you?"

The man shakes his head. "I am merely its caretaker. This building is owned by the Milius Miners and Merchants Concern."

You catch a glimpse of a wall covered in paintings behind the man.

"Can we see some of your art? I'm a collector and trader," says Ed, stepping closer.

"No, you may not," says the man, pressing the door closed with a sniff.

A. Break into the mansion and look for anything valuable.
CRAFT 12
Fail: -8 health. Gain quest 44. Return to the map.
(Turn to 93.7)

B. Leave.
Return to the map.

89.4

The gallery has been set up in a massive room with intricate tile floors. The art itself is displayed on a variety of wooden easels throughout the room. Guests wander through, scrutinizing the work and debating its merits.

Ed stands up straighter, clearly comfortable in this environment. "It almost feels like I'm back home," he says. "Although I rarely have such a nice space to display the pieces I have up for sale."

Miguel ignores him, looking around with a purpose until he spots what he's looking for. "Ed! There!"

Miguel points to a small piece off to one side. Few people are bothering to look at it. It's not one of the showiest pieces in the collection, but as soon as you see it you can understand why it's important to Ed and Miguel.

Woman with Hairpin is an oil painting depicting a young Chinese woman in traditional clothing. The silver pin in her hair prominently features a large ruby gemstone. Ed approaches the painting, a far-off look in his eyes. "Ruby's mother loved this painting."

A. Bid on *Woman with Hairpin*.
Pay 6 resources. If you can't or don't pay, you must choose B.
(Turn to 89.6)

B. Hide in the gallery and wait until everyone has gone home.
PERCEPTION 13
Fail: Turn to 89.7
(Turn to 89.8)

89.5

You sneak back through the gardens, briefly getting lost in an ornamental hedge maze, and eventually make your way in through the kitchen door where the staff is preparing appetizers to serve the guests. You grab a few treats on your way through and follow the waiters out into the main gallery.

Gain 1 sand honey and 1 meat.
(Turn to 89.4)

89.6

When you return the next day to retrieve the painting, Tekla comes to congratulate you on winning the bid for *Woman with Hairpin*. To your surprise he looks less like a thief and more like a respectable businessman—someone whom Ed may have considered a peer in different circumstances.

"The Milius Miners and Merchants Concern thanks you for your support," says Tekla. "We do hope you'll enjoy your new painting."

"Thank you," says Ed, shaking Tekla's hand. And then, more quietly so that you can barely hear it, Ed adds, "If you ever steal from me again, I won't let you off the hook so easily."

With the painting back in his possession, Ed looks both relieved and sad.

Miguel puts a comforting hand on his shoulder. "Don't worry. We'll see her again. And I'm sure she'll be glad you changed your mind about selling the painting."

Ed smiles a little sadly. "Thank you. I suppose you might not turn out to be the worst son-in-law in the world after all."

Complete quest 160. Gain adventure card 118 (Woman with Hairpin). Gain 2 fire quartz. Cross off location 89. Return to the map.

89.7

In the darkness of the empty gallery, you hear a shout.

"Get them! Get the thieves!"

COMBAT 42, 43, 50 (Level 6)
You may run from this combat at the end of any enemy phase. If you do, cross off location 89 and return to the map.
(If you defeat the enemies, turn to 89.8)

89.8

You take the painting and grab some leftovers from the party on your way out.

"Are you sure you just want this one?" asks Jessie. "You don't want to take back the rest of your art, too?"

Ed shakes his head. "This is the only piece that's really important." With the painting back in his hands, Ed looks both relieved and sad.

Miguel puts a comforting hand on his shoulder. "Don't worry. We'll see her again. And I'm sure she'll be glad you changed your mind about selling the painting."

Ed smiles a little sadly. "Thank you. I suppose you might not turn out to be the worst son-in-law in the world after all."

Complete quest 160. Gain adventure card 118 (Woman with Hairpin). Gain 1 whiskey, 1 meat, 1 tundra berry, 2 gergon leaves, and 2 fire quartz. Cross off location 89. Return to the map.

90

"Wait a moment." Ezarius bends down to lift an ordinary-looking rock by an ordinary-looking tree to reveal a sealed envelope underneath. "I have allies who leave messages for me here." He is distracted, scanning the letter with hungry eyes. As he reads, his expression darkens.

Jessie pats him on the back. "You feeling okay, buddy?"

Ezarius shakes his head. "Pran is being threatened by Orfashian cultists, cursed fools obsessed with violence and conquest. We took refuge in Pran after making some bitter enemies of the gods. No one was supposed to be able to find us. Even without their powers, the gods can't just let us live."

Ezarius turns towards the south, his expression full of anger, fear, and longing.

He turns back towards you. "Please. It's out of your way, and it's no benefit to you, but I'll never make it on time on my own. If you help me rescue Pran, I will be in your debt."

"Of course, we're going to help! Right, Claire?" Jessie shoots you a glance that says you'd better not argue.

Gain quests 161 and 162. Cross off location 90. Return to the map.

91

If keyword LOST, turn to 91.1
If keyword FOUND, turn to 91.2

Although you cannot see the hives, you know there are many bees near this small clearing in the woods—the sound of buzzing is deafening.

A. Harvest some honey.
SAVVY 11
Fail: -8 health
(Turn to 91.3)

B. Decide it's not worth the risk.
Return to the map.

91.1

A small camp is nestled in a thick patch of woodland, with canvas tents of brown and green to blend into the environment. If you hadn't known where to look, you might have never spotted it.

"Arlos, set up the drying rack over there, by the fire pit." The man issuing orders is tall, but thin, with warm dark skin and long locks that reach halfway down his back. His demeanor is confident, but not demanding, and the others follow his orders gladly.

"Zenig!"

The man turns and his face lights up as he spots Ezarius. Ezarius runs up to him and the two men embrace.

"Thank the gods you're okay!"

Zenig laughs. "I never thought I'd hear you thank the gods for anything."

Ezarius looks embarrassed. "It's merely an expression."

"Who are these people with you?" Zenig looks at you with curiosity, but not hostility. "They look like other-worlders."

Ezarius nods. "Zenig, these are my colleagues in the work I am doing with Meecra. And everyone, this is Zenig Nel, my husband."

"Your husband?" Jessie seems delighted. "Why didn't you tell us earlier we were looking for someone so important?"

Ezarius shuffles his feet, still embarrassed. "I am sorry for my secrecy, but we have many enemies, and over the years I've learned not to trust easily. But you've proven yourselves to be true allies—friends, even. Thank you all for your help. I can't tell you how much it means to me to know that Zenig is safe."

Zenig shakes your hand. "I'm so pleased to meet you all. We lost a lot in our fight, so we can't offer you much, but I managed to steal this from the cultists during the battle. Maybe it will help you. And you're welcome back here any time you need a bit of rest and rejuvenation on your journey. We're probably going to be staying here for a while."

Complete quest 163. Gain quests 164 and 165. Restore 3 health and remove 1 status effect. Return to the map.

91.2

You spend a restful night at Zenig's camp, eating good food and laughing along with the refugees. Ezarius especially seems pleased to spend some time with his husband.

Miguel sighs, watching the happy couple from a distance. "I miss Ruby."

"It's even starting to make me miss my boyfriend," says Jessie. "And normally I'm happy to leave that lug behind."

Restore 1 health and remove 1 status effect. Return to the map.

91.3

You're surprised by Miguel's skill in finding the hives and extracting the honey without being stung. He laughs when he sees your confused expression.

"When I was very young, my grandparents kept bees," he explains. "They used the honey for cocktails in their bar before it went under. I was too young for the cocktails, but that honey was the sweetest I've ever tasted."

From the way he speaks you can tell Miguel felt homesick long before he came to this world.

Gain 2 sand honey. Return to the map.

92

A dignified granite dragon carved high up in the side of a wall shoots clear water from its mouth in a graceful arc. The water hangs in the air, sparkling in the sun for just a moment, before it tumbles down to fill the azure fountain below.

A nearby sign reads "Drinking Water," but you don't see anyone drinking from the fountain. In fact, the locals seem to give the fountain a wide berth, not even looking at it for too long before hurrying away to their various destinations.

An old woman, hunched over and wrapped in rags, hobbles up to you, searching your face with pleading eyes. "I'm so thirsty," she says. "Can't you help me to get a drink?"

A. Give the woman some of your own water.
(Turn to 92.1)

B. Offer the woman some water from the fountain.
(Turn to 92.2)

C. Refuse to help the woman.
(Turn to 92.3)

92.1

The woman suddenly stands up straight, tossing off her rags to reveal a guard in uniform underneath.

"By decree of King Trusiam, it is illegal to offer aid to vagabonds within city limits, as it will only encourage their wastrel ways. To the dungeon with you!"

(Turn to 92.4)

92.2

The woman suddenly stands up straight, tossing off her rags to reveal a guard in uniform underneath.

"By decree of King Trusiam, it is illegal for anyone not of noble lineage to drink the clear waters of the Dragon's Fountain. To the dungeon with you!"

(Turn to 92.4)

92.3

The woman suddenly stands up straight, tossing off her rags to reveal a guard in uniform underneath.

"By decree of King Trusiam, it is illegal to refuse aid to the elderly within the city limits, as it is our duty as citizens to care for those who came before us. To the dungeon with you!"

(Turn to 92.4)

92.4

You're thrown unceremoniously into a stone-walled cell with a wooden door. The guards march away, leaving behind only a weasel-faced jailer who squints at you through the barred window in the door of your damp cell.

"Bad luck," says the jailer. "King Trusiam has been complaining that the dungeons are too empty, so the guards started targeting people near that fountain."

None of you are happy about this, but Ed seems especially furious.

"This is outrageous! We're entitled to a lawyer. Someone to speak in our defense at the trial."

The jailer laughs. "There won't be a trial, friend. You're stuck here indefinitely. Unless you happen to have friends in high places, or we could come to some sort of arrangement." The jailer waggles his eyebrows at you and holds his hand out expectantly.

A. Bribe him.
Lose 2 resources.
(Turn to 92.7)

B. Convince him you have important friends.
CUNNING 12
Fail: Talking to this man is exhausting. Gain 2 low morale.
(Turn to 92.6)

C. Tell him you work for King Trusiam.
Requires 2 or more boxes on the King Trusiam track.
(Turn to 92.8)

92.5

Wandering Encounter (See opposite page.)

When all characters have been placed, perform a SAVVY 7 challenge (fail: -6 health) to find a way to the surface and return to the map. When you do, cross off location 92.

92.5

Fight off the mutant rats.

5 -4

Rest in an alcove.

Remove 1 status effect.

Steal from the guard.

9 Fail:

Gain 1 gergon leaf.

Talk to the subversive.

Quest card 187

Swim to the murky chest.

10 -11

Quest card 188

Open merchant's cell.

7 -7

Quest card 189

92.6

The jailer unlocks your cell, muttering apologies.

"I'm so terribly sorry, I had no idea you were people of such import. Please, right this way, and take this with you for your trouble. I do hope this will clear up any misunderstandings between us. I'm afraid I can't show you back up to the surface without risking my own hide, so you'll have to find your own way out. But there are hardly any guard patrols in the dungeons themselves these days, so I'm sure you'll do just fine."

He quickly scurries away into the darkness before you can ask him any more questions.

Gain 1 bloodflower.
(Turn to 92.5)

92.7

"Yes, that will do nicely."

The jailer unlocks your cell, muttering instructions.

"Please, please, right this way. Right out the door here. I do hope you enjoyed your stay in our lovely dungeons today. I'm afraid I can't show you back up to the surface without risking my own hide, so you'll have to find your own way out. But there are hardly any guard patrols in the dungeons themselves these days, so I'm sure you'll do just fine."

He quickly scurries away into the darkness before you can ask him any more questions.

(Turn to 92.5)

92.8

The jailer unlocks your cell, muttering apologies.

"I'm so terribly sorry, I had no idea you were agents of the King himself. Please, right this way, and take this with you for your trouble. I do hope this will clear up any misunderstandings between us. I'm afraid I can't show you back up to the surface without risking my own hide, so you'll have to find your own way out. But there are hardly any guard patrols in the dungeons themselves these days, so I'm sure you'll do just fine."

He quickly scurries away into the darkness before you can ask him any more questions.

Gain 1 bloodflower.

(Turn to 92.5)

93

The wind blows softly across the surface of the lake, creating gentle waves that wash up on shore. They lap at the edges of a great gray-stone pillar that rises high above the gravel beach. Etched into the side of the stone is a circle the size of your fist with the abstract image of a mermaid inside.

A. Go fishing.
CUNNING 7
Fail: Those fish are tricky creatures. -4 health
(Turn to 93.1)

B. Summon the ancient lake-dweller.
Requires keyword SONNET
SAVVY 15
Fail: Something about the ritual is not quite right. -4 health, gain 2 madness
(Turn to 93.2)

C. Walk on.
Gain 1 ogroot. Return to the map.

93.1

You sit on the quiet shore, fishing rod in hand, as the afternoon passes by. The fish you catch look strange, but Ezarius assures you they're edible.

Gain 2 meat. Return to the map.

93.2

Miguel pulls out the beat-up poster and carefully unfolds it.

"There aren't a lot of hints for how to get the lake-dweller to appear," he says.

Ezarius stares out across the water, looking thoughtful. "I've only heard the legend once, but if I recall correctly, Nyn appeared at the exact moment the sword of Anfortas hit the water. Perhaps we could try tossing her one of our own weapons?"

"Or we could just shout really loud," Jessie suggests.

A. Throw one of your weapons into the lake.
Place one weapon adventure card in the completed quest box.
(Turn to 93.5)

B. Shout really loud.
MOXIE 10
Fail: You can't help but feel a bit silly for shouting at a lake, gain low morale
(Turn to 93.6)

93.3

"You claim to have good intentions, and no connection to the false king. So be it. In truth Nyn grows weary of her long vigil. Take the sword then, and these treasures as well to help you on your long journey. But remember this: All the ghosts of Cadwahlyn will be watching you, to see what choices you make, good or ill."

Before you can respond, Nyn disappears back into the water and out of sight.

Complete quest 166. Gain quest 167. Gain adventure card 119 (Sword of Legend). Gain 1 whiskey and 1 ice diamond. Return to the map.

93.4

Nyn falls to her knees before you, dropping the legendary sword.

"It is clear I cannot stop you. Do as you will, then, but know this: King Anfortas, my old friend, was wise and knew how to change paths when he learned he had done wrong. May your King Trusiam learn to do the same, or it is his people who will suffer for his mistakes. All the ghosts of Cadwahlyn will be watching you, agents of the false king, to see what choices you make, good or ill."

Before you can respond, Nyn disappears back into the water and out of sight.

Complete quest 166. Gain quest 167. Gain adventure card 119 (Sword of Legend). Gain 2 bloodflowers, 1 fire quartz, and 1 ice diamond. Return to the map.

BOSS 10: NYN

(Level 8) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 93.4)

HEAD
2 +

TORSO
2 +

LEGS
2 +

3			
3	3		
+2			
2	3		
1	1	+4	1
+2	3		2
+1		2	
	3		
3			
+1	3		

93.5

A hand shoots up out of the water, clasping the weapon you threw and quickly dragging it back into the depths, leaving barely a ripple behind.

A moment later, a woman walks out of the lake, water cascading down her sodden form. Her dark hair clings like seaweed to the side of her gray-skinned face. You feel an incredible sense of monumental age from this woman—like looking at an ancient statue at a museum, although you wouldn't dare guess at the true age of such a water creature. In her right hand, she carries an ornate sword. The sword gleams in the sun, miraculously free of rust despite having been stored underwater for an incalculable amount of time. When the creature speaks, her voice is cold and airy, like the wind that blows across the lake.

"Nyn thanks you for your tribute, but if you have come on behalf of the false king, Nyn warns you thus: Trusiam is no descendant of Anfortas, and I will not give up my treasure for the sake of a petty old man desperately clinging to power and self-importance."

Nyn grips the sword tighter—a clear warning.

A. Fight her.

(Turn to BOSS 10 on the opposite page.)

B. Trick her.

CUNNING 11

Fail: Your attempts to confuse her leave you confused. -5 health and gain madness.

(Turn to 93.3)

93.6

After shouting yourselves hoarse for nearly half an hour, you suddenly see a woman walking out of the lake, water cascading down her sodden form. Her dark hair clings like seaweed to the side of her gray-skinned face. You feel an incredible sense of monumental age from this woman—like looking at an ancient statue at a museum, although you wouldn't dare guess at the true age of such a water creature. In her right hand, she carries an ornate sword. The sword gleams in the sun, miraculously free of rust despite having been stored underwater for an incalculable amount of time. When the creature speaks, her voice is cold and airy, like the wind that blows across the lake.

"Who dares disturb Nyn? If you have come on behalf of the false king, Nyn warns you thus: Trusiam is no descendant of Anfortas, and I will not give up my treasure for the sake of a petty old man desperately clinging to power and self-importance."

Nyn grips the sword tighter—a clear warning.

A. Fight her.

(Turn to BOSS 10 on the opposite page.)

B. Trick her.

CUNNING 14

Fail: Your attempts to confuse her also leave you confused. -8 health and gain madness.

(Turn to 93.3)

93.7

You wander the empty halls, examining the paintings between dusty curtains.

"These are fascinating. Like nothing I've seen before," says Miguel.

Nearby, you find a pile of paintings wrapped in canvas and cord. "These were shipped from Stormlock City," says Ezarius, reading an inscription on the front of one of the packages. "I wasn't aware they had an art trade."

This catches Ed's attention, but he says nothing as he snatches a few items from the kitchen and you depart.

Gain 1 ogroot, 1 meat, and 1 whiskey. Return to the map.

94

If keyword CANTICLE, turn to 94.1

An ornate door is carved into the side of a cliff, covered in a script that not even Ezarius can read. Instead of a doorknob, you find the etched emblem of a one-eyed fish. If the door opens, you don't know how, but when you press your ear against the stone you can hear the distant sound of weeping.

Gain 1 meat. Return to the map.

94.1

An ornate door is carved into the cliff face, covered in a script that not even Ezarius can read. Instead of a doorknob, you find the etched emblem of a one-eyed fish.

Miguel examines the emblem carefully, his eyes shining with scholarly excitement. "I've been doing a bit of research on local history, and I believe the one-eyed fish was a known symbol of the old kingdom of Cadwahlyn. Could this point towards the location of the lost castle of King Anfortas?"

Jessie squints at the poster she ripped from the streets of Stormlock City. "The fine print here mentions something about a chant that's supposed to open the castle door. Should we give it a try?"

When you press your ear to the stone you can hear the distant sound of weeping.

A. Recite the words to gain entry.
(Turn to 94.2)

B. Turn back.
Return to the map.

94.2

You speak the words:

Fisher king,
Broken thing,
As he lies the kingdom dies.

Empty throne,
Tomb of stone,
Hear the cries and see him rise.

As you speak, the door begins to glow—softly at first and then brighter and brighter until you're forced to close your eyes. When you open them again, the door is gone, leaving only an empty cave entrance and stairs leading down.

Tentatively you set off down a long, dark tunnel. At first, you and your crew laugh and joke and speculate about what you might find below, but the weeping you heard faintly before grows louder as you descend, and your crew grows quieter, until all you can hear are the gentle sobs and the thud of your boots on the stone.

At the bottom of the steps, another massive stone door blocks the tunnel.

Miguel holds up a torch to get a better look at the door. "This one isn't sealed," he says, pushing lightly against the stone. "It's just heavy."

A. Push open the door.
STRENGTH 15
Fail: -10 health and gain weakened. You pry the door halfway, but you slip, and the door swings back and hits you.
(Turn to 94.3)

B. Turn back.
Return to the map.

94.3

Past the second door the tunnel opens into a wide cavern. The floor is covered in jagged stalagmites, except for a single clear path that leads to the gates of a mountainous castle so tall you can barely see the tops of the towers.

You put out your torches. You don't need them here. The distant walls glow with a soft light that bathes everything in a warm overtone, like the pages of an old book. The sound of weeping now mingles with the sound of rushing water—although you can see no rivers or waterfalls. The gates of the castle lie wide open before you.

A. Enter the castle.
MOXIE 11
Fail: Gain frightened
(Turn to 94.4)

B. Turn back.
Return to the map.

94.4

Wandering Encounter (See opposite page.)

94.4

Search the library.
5 Fail: no reward
Quest card 171

Enter the great hall.
8 Fail:
Quest card 170

Pick the armory lock.
8 Fail: -8
Adventure card 120

Explore the passage.
8 Fail: -5
Quest card 169

Follow the sound of weeping.
Quest card 168

When all characters have been placed, turn to 94.5.

BOSS 11: MANAWYDAN

(Level 11) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 100)

HEAD

3 +

Deal 1 damage to all.

BODY

2 +

Heal self 4.

Heal self 4.

TAIL

2 +

94.5

As you walk past the long-empty cells of the castle dungeon, the shade of old King Anfortas walks with you. He holds a large goblet of jeweled gold in his hands. He speaks in a clear, authoritative voice.

"Come to me, Manawydan. The gods entrusted me with this blessing, with this curse, which I must now bestow upon you. Take it from me, my old foe and my old friend. Hide it in your belly. I would not ask this awful thing of you if necessity did not dictate it. I beg of you to save my ignorant kingdom from the awful temptation of immortality and all the pain that would come with it. A being that cannot die is a being that cannot grow. I am asking you to take this burden on yourself, to save humanity from becoming rotten and festering as a stagnant pond."

The shade disappears as you step up to the edge of a deep underground river rushing loudly through the center of the dungeon. It's a jarring contrast to the castle. You're considering how you might cross the tumbling waters when a creature—rotten and festering as a stagnant pond—leaps out at you from the river.

Turn to BOSS 11 on the opposite page.

95

If keyword HUNT, turn to 95.1

An ancient oak towers high above the forest, its leaves shivering in the sudden wind. An emblem of a deer with oversized antlers is carved into the side of the tree. If you press your ear to the trunk you can hear distant laughter.

Gain 1 whiskey. Return to the map.

95.1

An ancient oak towers high above the forest, its leaves shivering in the sudden wind. An emblem of a deer with oversized antlers is carved into the side of the tree.

Miguel checks King Trusiam's poster against the marking on the tree. "This must be the location of the Noble Hunt!"

If you press your ear to the side of the tree you can hear distant laughter.

A. Call the hunt.
(Turn to 95.3)

B. Leave the ancient tree in peace.
Return to the map.

95.2

The defeated creature shrinks, reversing its transformation until all that remains on the ground below you is a snow-white stag. A ghostly version of the stag stands, leaving its body behind. Across the clearing you see the ghost of young King Anfortas, bow-and-arrow in hand, ready to loose an arrow at his target, but his eyes are full of awe and wonder at the beauty of the stag. The stag and the king stare at each other for a long moment before King Anfortas lowers his bow and the ghost of the stag bounds away into the woods.

"A true King must embody mercy as well as strength," Anfortas says to himself, as if reciting a lesson.

The shade of King Anfortas disappears.

Complete quest 173. Gain quest 174. Gain adventure card 123 (Antlers of the Hart). Gain 2 gergon leaves and 2 meat. Cross off location 95. Return to the map.

95.3

Jessie blows on the horn and a deafening blare sounds out across the forest, scaring the birds from a nearby tree.

For a long moment, everything is still.

Suddenly, from behind, a snow-white stag leaps past you. Time seems to slow as the stag hangs in the air, showing off its ethereal beauty. Then you blink, and the creature quickly disappears into the forest.

Before you can react, more figures burst from the woods—laughing noblemen, barking dogs, and braying horses—all of them raucous and joyful in their pursuit of the elusive stag. They pass through the clearing like a whirlwind and disappear again just as quickly.

"I do say, it looks as though the hunt will be splendid again this year." Ed's voice doesn't quite sound like his own.

"Indeed," Miguel responds. "Now if only that young buck Anfortas could actually catch us a young buck to display on the castle wall, then we'd really have something to celebrate."

Ed and Miguel laugh heartily for a moment and then stop abruptly.

Miguel covers his mouth with his hands, a frightened expression in his eyes. "Why did I just say that?"

Jessie grins. "Maybe you're being possessed? We are dealing with ghosts after all."

A. Chase after the hunters.
STRENGTH 10
Fail: -8 health
(Turn to 95.4)

B. Try to anticipate where the deer is heading and cut if off.
SAVVY 17
Fail: Turn to 95.5
(Turn to 95.6)

BOSS 12: MONSTER HART

HIND LEGS 2 +

BODY 2 +

HEAD 2 +

Heal self 4.

(Level 8) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 95.2)

95.4

The hunting party is loud enough that it's easy to follow their path through the woods. When you finally catch up to them, they've stopped in another clearing where they've set up a massive cloth pavilion. All of the ghosts you saw before are there, sharing a mighty feast.

Sitting at a raised table across the pavilion, you can see a flaxen-haired young man with a wide grin and a jeweled crown on his head.

"What a splendid hunt that was!" Ed's voice sounds strange again.

Miguel claps him on the back. "It's a shame that gods-forsaken stag got away from us again, but we come to these hunts for the food, don't we?"

They both laugh again. This time, Ezarius joins in the laughter.

"We must be grateful to the gods for sending us such a splendid king as Anfortas," says Ezarius. "He may be young and inexperienced, but I can tell that over time he will perform many grand deeds!"

Jessie looks scared now. "Oh no, I think they really have been possessed!"

Miguel seems to break free of the ghosts' control for a moment, just long enough to shout, "Help us!"

A. Coax the ghosts out of your companions.

CUNNING 9

Fail: Gain madness.

(Turn to 95.7)

B. Command the ghosts to be gone.

MOXIE 7

Fail: Gain frightened.

(Turn to 95.8)

95.5

You try to anticipate where the stag would go, but as you walk deeper and deeper into the woods you can no longer hear the sounds of the hunt. You wander for a while longer, trying to reconnect with the ghosts, but you see nothing more than a few rare birds and a beehive. Finally, Ezarius suggests turning back.

"I don't think we're accomplishing anything this way," he says. "It may be better to regroup and try again later."

Gain 1 sand honey. Return to the map.

95.6

You try to anticipate where the stag would go, but as you walk deeper and deeper into the woods you can no longer hear the sounds of the hunt.

You're standing on the banks of a river, contemplating the possibility of giving up, when the white stag once again leaps past you. You give chase again, fording the shallow river, and force the stag into a ravine, where cliff walls block its path away from you.

You have it cornered.

Just as you reach for your weapons, the beast transforms before your eyes, growing in distorted and terrible ways until it's barely recognizable. It lets out a deep, guttural cry before lowering its head and charging at you.

Turn to BOSS 12 on the previous page.

95.7

You see three ghostly forms fly out of Ed, Miguel, and Ezarius. One of them, a large man wearing green velvet, hovers in the air in front of you.

"We do apologize. We only wished to feel what it was like to be corporeal again. Please, have a drink, as thanks for your hospitality."

The pavilion and everyone in it suddenly disappear. In their stead, the white stag stands in the empty clearing, staring right at you. As you meet its gaze, the beast transforms, growing in distorted and terrible ways until it's barely recognizable. It lets out a deep, guttural cry before lowering its head and charging at you.

Gain 1 whiskey.

Turn to BOSS 12 on the previous page.

95.8

The pavilion and everyone in it suddenly disappear. In their stead, the white stag stands in the empty clearing, staring right at you. As you meet its gaze, the beast transforms, growing in distorted and terrible ways until it's barely recognizable. It lets out a deep, guttural cry before lowering its head and charging at you.

Turn to BOSS 12 on the previous page.

96

Inside an unassuming cave, a locked wooden door blocks your way. A voice from the other side of the door calls out to you.

"What's the password?"

A. Give the password.
Requires keyword SHARK.
(Turn to 96.1)

B. Guess the password.
SAVVY 15
Fail: Several armored guards are sent through the door to violently evict you from the cave. -10 health, gain 2 low morale, and return to the map.
(Turn to 96.2)

C. Turn around.
Return to the map.

96.1

A mousy girl with curly brown hair opens the door for you and introduces herself as Bedi. She leads you to a large cavern full of mismatched desks where mismatched people work on disparate projects by the light of gently-glowing mushrooms kept in chipped saucers.

Far off in the distance you hear a loud THUNK, THUNK, like the sound of an old-fashioned printing press. Bedi smiles warmly.

"Welcome to the Rebellion Outreach Office. What can I help you with today?"

A. Ask how you can help the rebellion.
(Turn to 96.3)

B. Report on missions.
Requires keyword OUTREACH.
(Turn to 96.4)

C. Trade with the rebels.
(Turn to 96.5)

D. Explore the side tunnels.
Requires keyword BEAST.
(Turn to 96.6)

E. Leave.
Return to the map.

96.2

You summon from deep within yourself everything you know about this world, your own world, and how people generally tend to choose passwords which they think no one else will be able to guess. Armed with all of this and your natural instincts, you guess:

"Shark."

You're genuinely surprised when the door swings open in front of you. You tell Miguel to write down the word 'shark' so that you'll remember the password next time.

Gain quest 175.
(Turn to 96.1)

96.3

"Oh, thank you for the offer! As you may know, at the Outreach Office we're primarily focused on recruitment and procurement, but we also liaise with various allies who are sympathetic to our cause. I assume you fit into that category? If so, here." Bedi hands you a small stack of papers with detailed instructions printed on them.

"First, we need people to help us spread the word. We'd like you to pick a town, just one town, which you think might be sympathetic to our cause and hand out these pamphlets to the citizens there."

Miguel is already eagerly reading through one of the pamphlets.

"Second, we've been having trouble securing some important supplies to establish secure trade partnerships. If you could donate some supplies to our cause, that would be a huge boost to our functionality. I've written down what we need."

Ed is reading through the list of required supplies with the eyes of a practiced businessman making value calculations.

"Finally, and I'm only asking you this because you look like a tough bunch, we'd like you to help get rid of a beast that roams the tunnels down here. We know it's controlled by the king, but no one quite knows what it looks like, since no one has survived an encounter with it. It's hindering our ability to make full use of the secret travel network under the city."

Jessie volunteers. "Now that sounds like fun!"

Bedi smiles again. "Of course, we'll pay you what we can for any work you do for us. Just let me know when you've completed any of these tasks."

Gain quests 176, 177, 178, and 179.
(Turn to 96.1)

96.4

"What do you have to report?" asks Bedi, with a genuine smile.

A. Report on citizen outreach.
Requires keyword SOLICITOR.
(Turn to 96.7)

B. Report on procurement.
Requires keyword INVESTMENT.
(Turn to 96.8)

C. Report on Trusiam's pet.
Requires keyword QUESTING.
(Turn to 96.9)

D. Nothing to report.
(Turn to 96.1)

96.5

Bedi leads you over to the desk of the rebellion's trade coordinator, an old zarg rat by the name of Lug.

"Always happy to trade, if we have what you need." Lug pulls out a ledger.

You may trade exactly 1 common resource for any other 1 common resource. If keyword INVESTOR, you may instead trade up to 3 common resources for the same number of any other common resources. You may only trade once per visit to the Rebel Outreach Office.
(Turn to 96.1)

96.6

Wandering Encounter (See opposite page.)

96.7

Bedi gives you a hug.

"My parents were both killed by King Trusiam. The king tried to evict us from our farm because we couldn't pay all his ridiculous new taxes. My parents tried to resist, but he sent his soldiers to take the farm by force and they were both killed. I barely escaped." Bedi wipes a tear from her eye. "That's why I feel so strongly that we need to get the word out to as many people as possible. Everyone should know what that awful man has done in the name of greed."

Ezarius nods. "All those, be they god or mortal, who ruthlessly rule over others with cruelty and greed must be stopped for the good of all."

Bedi smiles a little sadly. "I'm glad we see eye to eye. We can't pay you much, but I've been keeping this trinket on me for sentimental reasons. Maybe you'll find a better use for it."

Lose quest 180. Gain quest 181. Gain 1 torch and 2 tundra berries. Mark 1 box on the Stormlock City Rebels track.
(Turn to 96.4)

96.6

Follow the path upward.

Quest card 199

Explore the far cavern.

8 Fail: -7

Quest card 200

Brave the northeast cave.

4 Fail: -2

Quest card 196

Climb the ledge.

4 Fail: -2

Quest card 195

Explore the south cave.

Quest card 198

Study wall inscriptions.

4 Fail: no reward

Quest card 197

Search the north tunnel.

4 Fail: -2

Quest card 194

96.8

Bedi leads you to the desk of the rebellion's trade coordinator, an old zarg rat by the name of Lug.

"Well?" His voice is gruff, but not unkind. "You got what we need, or what?"

A. Give them the supplies.
Pay 2 ogroots, 2 sand honey, 2 whiskey, 2 rope, 2 torches, and 2 meat.
(Turn to 96.11)

B. Tell them you don't have the supplies yet.
(Turn to 96.4)

96.9

Bedi breathes a sigh of relief.

"Thank the gods. King Trusiam may still rule the city streets with violence and fear, but at least now we'll be free of his threats down here in the tunnels. Please, take this. We haven't been able to find any use for it, but maybe it will help you on your journey."

Lose quest 182. Gain quest 183. Mark 1 box on the Stormlock City Rebels track.
(Turn to 96.4)

96.10

The creature has the neck and face of a snake, its scales blending into spotted fur along its torso, which resembles that of a leopard—but instead of paws it has the hooves of a deer, which it uses to leap gracefully from stone to stone.

It rears up, blocking your view of the waterfall behind it, and then it leaps again, barking like a dog as the snake head snaps at you.

Turn to BOSS 13 on the opposite page.

96.11

You're not sure how to tell if a zarg rat is smiling, but Lug seems pleased.

"Thank you for this. King Trusiam keeps throwing people in the dungeon for the most minor infractions, so it's hard to maintain a stable trade network. But with this to start with we should be able to trade more reliably. We can only give you this for now, but if you visit again in the future, we should have more resources available to trade."

Lose quest 178. Gain quest 184. Gain 1 tundra berry, 1 ice diamond, and 1 jadeworm egg. Mark 1 box on the Stormlock City Rebels track.
(Turn to 96.4)

96.12

The creature whines at you pathetically as it takes its last few struggling breaths.

Ed watches it pass with deep sadness in his eyes. "What an odd yet noble creature."

"It tried to kill us!" Jessie protests.

Ed nods. "Probably just a survival instinct. Who among us hasn't, at some point, lashed out at others in fear and desperation? Or simply disregarded the wellbeing of others in pursuit of our own selfish goals? I don't think we were wrong for killing it, it just seems a shame. I doubt there's anything else like it in any world you'd care to visit."

You discover the creature's nest behind the waterfall. It had gathered a large assortment of random items over the long years—including a variety of colored glass bottles, a broken pair of spectacles, and a cherrywood desk chair. Hidden away in a corner, beneath a pile of straw, you find several large eggs that are still warm to the touch.

"I insist we take these eggs with us!" says Ed. "Such a spectacular species deserves a fighting chance. Even if we can't care for them long-term ourselves, perhaps we can find someone else who can."

Complete quest 179. Gain quests 182 and 185. Gain adventure card 126 (Stormlock Beast Eggs). Gain 2 gergon leaves and 1 ice diamond.
(Turn to 96.1)

BOSS 13: STORMLOCK BEAST

BODY
2 +

HEAD
2 +

HIND LEGS
2 +

Heal self 3.

(Level 9) You may run from this combat at the end of any enemy phase. If you do, return to the map. (If you defeat the enemy, turn to 96.12)

97

Just as you're very nearly too frozen to go on, you find a warm campfire. You rush to it eagerly before noticing who the campfire belongs to.

"Welcome," says a voice that is both rumbling and melodic. The person sitting behind the fire is a tall, muscular woman with the horns of a bull.

Ezarius curses, reaching for a weapon. "Are you an agent of Orfash?" he demands.

The woman sighs. "Orfash is no friend of mine, although you could say I'm an abandoned experiment of his. The only one of my kind. Just like my friends here. Each the only one of its kind."

For the first time you notice the creatures. A chicken with a snake for a tail sits at her feet. A creature with the front half of a hawk and the back half of a house cat perches on her shoulder. A white rabbit the size of a horse stands behind her, blending seamlessly into the snow until it turns to look at you with bright-orange eyes.

"The gods like to play at creation. They're not always happy with the results. But even we outcasts deserve to live, yes? My name is Dura, and all are welcome at my fire. If you are not busy, why not stay and share a meal with me?"

A. Share a meal with Dura and her menagerie.
MOXIE 5
Fail: The creatures, tame as they are, are nevertheless quite unsettling. Especially watching them eat. Gain frightened.
(Turn to 97.1)

B. Ask Dura for a favor.
Requires keyword ENDANGERED.
(Turn to 97.2)

C. Be on your way.
Return to the map.

97.1

You spend a pleasant time eating a warm, healthy meal, although you still find Dura's pets a little unsettling. Ed doesn't seem bothered by them at all. In fact, he spends the whole time asking Dura questions about the unique creatures. "They're truly exquisite works of art. Each one of them so beautifully creative." He strokes the hawk-cat on the back and it starts to purr.

Gain 1 ogroot and 1 meat. Restore 1 stamina. Return to the map.

97.2

Ed brings out the eggs and Dura gasps, staring at them with wonder and excitement.

"They are truly beautiful. You say the mother is gone?"

Ed's face falls. "It was self-defense on our part, I'm afraid."

Dura shrugs. "Such is the way of life. But you saved her children. For that, I'm sure she would be grateful. As am I."

"You'll take them in, then?" asks Ed.

Dura nods enthusiastically. "Gladly! I will have to move on to warmer climes, of course. At least until they are hatched. I have plenty of experience piecing together an animal's needs from scratch, so I should be able to care for them well. But please, I must give you something in return."

Ed tries to refuse. "You're doing me a favor by taking care of them!"

"No, no, you did the world a great favor by bringing them this far," insists Dura. "I understand you are from another world, but if the two of us ever cross paths again, I hope we will greet each other as friends. And perhaps I will have a few new beasts to introduce you to as well."

Ed smiles sincerely. "I'll look forward to it."

Lose quest 185. Gain quest 186. Gain 1 torch and 1 ice diamond. Cross off location 97. Return to the map.

98

Flame sputters from the ground, bursting into a cloud of acrid smoke. An enormous figure emerges—a bull-man of earth and ash. Crusty blood on a dark hide surrounds scorched eyes of wild flame below burning horns so wide and powerful they could crush a freight car.

When he speaks, the air ripples with heat and anger. "So you have chosen to serve Meecra. She is a weak god and a deceiver. I will destroy her, and you will suffer in pain for many days before the end."

Ezarius steps forward boldly. "You do not frighten us, Orfash. You make a show of power, but you are weak. Even now, you dare not attack us."

Orfash stamps the ground in fury. "Silence, Lukran! I would kill you where you stand, but a slow vengeance is more satisfying."

He draws a leather whip and strikes your neck, leaving a painful, smoking gash. With a harsh laugh, he disappears in a flash of smoke.

Pain shoots through your neck and strange visions fill your head. You see the face of your father, stern and angry. In another flash, your plane crashes. You find yourself trapped in a stately bedroom: cold, empty, and doorless. Bars cover the windows and block your way out. You call out, but your breath is gone and your lungs burn.

Ezarius grips your hand and the visions disappear.

"Claire! Are you alright?" Jessie holds you steady as Ezarius examines the wound.

"Meecra! We need you!" says Miguel, but the goddess does not appear.

"I was hallucinating," you say, gritting your teeth as the striking pain runs up your neck. "It was like a nightmare."

Ezarius nods, a grim certainty in his eyes. "Then this wound is likely a powerful curse, one that preys upon your fears and will deter you from your path. We must tell Meecra."

As you wait for the pain to subside, Miguel scouts the area, returning with a satchel filled with maps. "Perhaps this belonged to some of Orfash's followers."

Complete quest 128. Gain quests 129, 138, and 207. Shuffle Orfash's Curse cards into the ability deck (including the ability discard pile), depending on the game difficulty: easy (shuffle in curse cards 1-3), normal (shuffle in curse cards 1-4), hard (shuffle in curse cards 1-5). Whenever you draw an Orfash's Curse card, apply the effect and draw again immediately. Return to the map.

99

You find an engine repair and maintenance manual in a crashed DC-3. There's a folded map inside.

Gain quest 144. Gain adventure card 110 (Engine Manual). Return to the map.

100

The one-eyed fish writhes on the ground for a moment before coughing up a jeweled goblet. A moment later, the fish crumbles into dust. You quickly scoop up the goblet, feeling the foundations of the castle beginning to rumble underneath you.

Ezarius reaches out a hand to steady himself against a wall. "The power of the goblet must have been sustaining this ghost of a place!" he says. "Without it, the castle will crumble."

Jessie curses as another wave of tremors nearly knocks her off her feet. "In that case, let's beat it before we get caught in the crush!"

You grab what you can on your way out, barely making it to the surface before the tunnel falls apart and seals itself behind you. You're relieved to be back on the surface, but not everyone on your crew feels the same.

Complete quest 172. Gain quest 204. Gain adventure card 121 (Divine Goblet). Gain 3 ice diamonds, 2 jadeworm eggs, 1 torch, and 1 rope. Cross off location 94. Return to the map.

101

You place the jade eyeball in your palm to check which direction it is looking.

Check your location on the atlas to see which direction it is pointing.

Map 2...Directly North
Map 3...Directly North
Map 4...North Northwest
Map 5...Northwest
Map 6...Northeast
Map 7...North Northeast
Map 8...Northeast
Map 9...North Northeast
Map 10...North
Map 11...North
Map 12...North Northwest
Map 13...Northwest
Map 14...East Northeast
Map 15...East Northeast
Map 16...Northeast
Map 17...Northwest
Map 18...West Northwest
Map 19...West Northwest

102

You watch as the pool ripples. The muddy water rises, forming into a woman made of mud.

"I am the Seer of Mud," she says. "What have you brought for me?"

Pilgrims stand around the pool, looking at one another, their expressions confused. "What should we give her?"

"We have come to ask what to do about our daughter," says one of them.

The mud woman shakes her head. "First, an offering. I do not deal out wisdom for nothing."

A. Tell the pilgrims to give the seer something that grows. (Turn to 102.1)

B. Tell the pilgrims to give the seer something fermented. (Turn to 102.2)

C. Tell the pilgrims to give the seer something beautiful. (Turn to 102.3)

102.1

The pilgrims give the Seer of Mud a bag of herbs.

"These are common to me," says the mud woman. "I cannot share wisdom with so little inspiration."

"But we journeyed so far!" says one of the pilgrims.

"Fine. Here is a little wisdom. Let your daughter make her own choices. With the gods weakened, you now have a chance for real freedom. Do not bind the hands of those you love, for love will turn cold."

The pilgrims bow to the mud woman but look unsatisfied. They leave, mumbling to themselves.

The mud woman turns to you. "For you, I offer a vision without an offering. I see you are from a distant world. You seek the totems of the gods, and there is one lost in a red desert to the south. You'll find it beneath the blind eye."

A sudden vision fills your mind. A bird flies from this cave, soaring over mountains to the south, until it lands on a dead tree in rocky desert filled with red cliffs.

The woman descends into the muddy pool until all that remains are ripples.

Gain quest 83. Return to the map.

102.2

The pilgrims pour out a bottle of wine into the muddy water.

"Ah, this is what I want," says the mud woman. "I will share a vision with you."

"Next time you see your daughter, give her a shirt stained with blood. She will remember a dream she had years ago. In the dream, she was a fearless protector of the weak. She will hold the shirt close and become this hero, using her skills to rescue those who are unjustly imprisoned."

"But I also share with you a warning: Let your daughter make her own choices. With the gods weakened, you now have a chance for real freedom. Do not bind the hands of those you love, for love will turn cold."

The pilgrims bow to the mud woman with gratitude in their eyes. Before they leave the cave, they give you a scarlet flower.

The mud woman turns to you. "For you, I offer a vision without an offering. I see you are from a distant world. You seek the totems of the gods, and there is one lost in a red desert to the south. You'll find it beneath the blind eye."

A sudden vision fills your mind. A bird flies from this cave, soaring over mountains to the south, until it lands on a dead tree in rocky desert filled with red cliffs.

The woman descends into the muddy pool until all that remains are ripples.

Gain quest 83. Gain 1 bloodflower. Return to the map.

102.3

The pilgrims give the mud seer a silver necklace with a cut sapphire.

"Refined metal offends me," says the mud woman. "I cannot share wisdom with so little inspiration."

"But we journeyed so far!" says one of the pilgrims.

"Fine. Here is a little wisdom. Let your daughter make her own choices. With the gods weakened, you now have a chance for real freedom. Do not bind the hands of those you love, for love will turn cold."

The pilgrims bow to the mud woman but look unsatisfied. They leave, mumbling to themselves.

The mud woman turns to you. "For you, I offer a vision without an offering. I see you are from a distant world. You seek the totems of the gods, and there is one lost in a red desert to

the south. You'll find it beneath the blind eye."

A sudden vision fills your mind. A bird flies from this cave, soaring over mountains to the south, until it lands on a dead tree in rocky desert filled with red cliffs.

The woman descends into the muddy pool until all that remains are ripples.

Gain quest 83. Return to the map.

103

You land the plane on a barren plateau, fighting against wicked winds and an uneven runway. A sour exhilaration fills your stomach the few seconds before the wheels hit the ground, but the craft soon comes to a stop near the rim of the canyon.

"A terrifying contraption," says Imirian, stumbling out of the plane. He had spent the entire flight huddled in a corner. "I doubt I'll ever grow comfortable with it."

"How can you say that about our baby?" says Eugene, patting the riveted steel like it's a fat puppy.

Dust whips over the edge of the vast canyon, catching in rows of shale. Columned ruins line a ledge far below. You can't tell how deep the canyon goes; its bottom is shrouded in cold mist.

A. Climb down the shelves of shale nearby.

STRENGTH 10

Fail: -10 health.

(Turn to 103.1)

B. Look for another way down.

SAVVY 13

Fail: You must now choose A.

(Turn to 103.2)

103.1

The shattered buildings must have once been magnificent, but intricate columns and broken statues are all that's left of a great palace.

A bit of smoke drifts at the edge of your vision. Is there a fire nearby?

"Did you see that?" asks Miguel.

"This place is thick with spirits," says Ezarius, his shoulders tensed.

More smoke drifts through the hall. It gathers together and forms into headless people in tattered clothes, ethereal and flowing as if underwater. Their heads suddenly appear: cracked, floating insect heads.

"Disgusting," says Jessie, backing away as the ghosts surround you.

COMBAT 18, 58, 59, 60 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 103.3)

103.2

You find an ancient stairway cut into the rock and follow it down, where you discover a fountain, empty and lifeless except for a few piles of dust and a strange piece of armor. Though dirt and water stains blot the surface, it shines in the secondhand sunlight.

"Looks like it's made of glass," says Ed, picking it up. "But it weighs almost nothing."

Gain adventure card 64 (Ghost Bracer).

You wander along a ledge to another ancient structure. The shattered buildings must have once been magnificent, but intricate columns and broken statues are all that's left of a great palace.

A bit of smoke drifts at the edge of your vision. Is there a fire nearby?

"Did you see that?" asks Miguel.

"This place is thick with spirits," says Ezarius, his shoulders tensed.

More smoke drifts through the hall. It gathers together and forms into headless people in tattered clothes, ethereal and flowing as if underwater. Their heads suddenly appear: cracked, floating insect heads.

"Disgusting," says Jessie, backing away as the ghosts surround you.

COMBAT 18, 58, 59, 60 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 103.3)

103.3

An obsidian statue of a harkian tilts above a severe drop in the canyon. Empty stone bookshelves surround the statue.

"Where are the books? Where are the scrolls?" Imirian says. "They've all been stolen! They must have been stolen!"

"They wouldn't last long out in the open like this," says Ed, brushing dust from one of the shelves.

"What's this?" asks Jessie, pointing to a small sparrow figurine on the floor.

Imirian glances at it, crestfallen. "A mere knickknack. A piece of junk left from when thieves emptied this place."

The sparrow's eyes start to glow. A voice projects from the tiny open beak, but it sounds as if an ancient scholar were speaking.

"Inquire away, and I will erase your delusions," says the sparrow.

Imirian stares with an open mouth. "This can't be right," he whinnies.

"I am the knowledge keeper of the harkians," says the sparrow. "I was made to keep the knowledge safe over many generations, before this whispering city was destroyed by Orfash and cursed by Ohmlude for rejecting the gods."

Imirian picks up the sparrow, his eyes filled with a guarded hope. "Tell me, who made the harkians? Was it Orfash?"

"Orfash and Ohmlude together created the harkians," says the sparrow.

Imirian stamps his feet. "I knew it! I knew it wasn't only Orfash! Ohmlude is the goddess of speech, singing, and poetry. She would never give a speech limit! I must take this back to my people. There is so much to learn."

When you climb the narrow pathways and broken stairs back to the plateau, the plane is waiting for you. Imirian grips your hand.

"Here, as promised," he says. "You have started a new era for us, I hope you realize." He hands you a small pebble covered in strange markings.

"No need to give us all the credit," says Jessie. "I wouldn't want Ekeren hunting us down to properly thank us with a spear in the back."

Imirian shakes his head. "I'll keep you out of the rest of this, I swear. He won't be bothering you."

Ed mutters. "I know people back home who would pay a high price for such a toy, er, artifact. Are we sure we want to let him keep it?"

Complete quest 36. Gain quest 23. Lose adventure card 37 (Imirian). Gain 2 tundra berries, 1 bloodflower, 1 fire quartz, and 1 jadeworm egg. Return to the map.

104

You wander the half-abandoned buildings, looking for Laikeia's aunt. A street vendor sells old roots and feathers and bits of leather. Beggars lean against the cracked walls and rusty pipes of a bulky tower, holding out tin cups.

Ask around for a harkian woman.

CUNNING 14

Fail: -10 health. (You ask the wrong people and must fight your way out of an alley.)

(Turn to 104.1)

104.1

A cobbler points you to a door at the base of another tower, but when you knock, no one answers.

A. Break the door down.

STRENGTH 9

Fail: -8 health.

(Turn to 104.2)

B. Unlock the door.

CRAFT 11

Fail: You must now choose A.

(Draw 1 ability card. Turn to 104.2)

104.2

A bare cabinet, rumpled bed, and round table furnish the room.

"I should've known. She can never stay put," whinnies Laikeia.

Ed thumbs through a few books on a table. "Seems like she's looking for a group that worships a god named Ohmlude."

Ezarius snatches the book from Ed, unsuccessfully masking his sudden interest. "She thinks they meet in a shrine to the northwest."

"Oh, can we find her? Please? I don't want to go back to Thistletown." Laikeia's horse eyes glisten.

Complete quest 39. Gain quest 95. Gain 1 meat and 1 torch. Return to the map.

105

You find Milkarf the merchant. His shop is filled with strange artifacts, statues, weapons, paintings, and engraved metal. Curved trumpets hang from the ceiling above a basket filled with bloodstained knives. A stone eyeball sits in a jar. Birds squawk in cages.

"What brings you here, travelers from afar? You're a long way from Lukra," he says, nodding at Ezarius. "But I don't recognize your garb," he says, examining the rest of you.

A. Pay Gloro's debt.
Pay 1 ice diamond and 1 jadeworm egg.
(Turn to 105.1)

B. Buy the eyeball.
Pay any 1 resource.
(Turn to 105.2)

C. Leave.
Return to the map.

105.1

The merchant examines the diamond and the jade egg in meaty hands. "So, he finally paid up. Here, take these for your trouble."

Complete quest 46. Gain adventure card 79 (Bloody Knives). Gain 2 tundra berries.
(Turn to 105)

105.2

"I swear this thing moves sometimes. I always feel like it's watching me. I'll be glad to get rid of it," says the merchant, shivering as he hands over the stone eye.

Gain quest 102.
(Turn to 105)

106

The black crystals tremble. You toss them away and they burst. The black demons emerge from the shards like smoke, forming into their smiling selves.

"We're hungry! You promised us food!" says one.

"Yes, yes! Food! You said you would feed us!" says another.

"We're still looking for food," you say. "Just wait a bit longer."

"We will not wait! We will eat now!"

COMBAT 31, 32, 33 (Level 9)

You may not run from this combat. If you are defeated, lose quest 52. Return to the map.
(If you defeat the enemies, complete quest 52, gain 2 fire quartz and 1 ice diamond, and return to the map.)

107

Gloro the trader runs toward you on a swift horse.

"You haven't paid my debt to Milkarf! Now he's put a bounty on me!"

"We were planning to pay it soon," you say. "Just give us more time."

"It's too late! I must flee south. You have ruined me!"

He opens a bottle of red liquid and throws it on you. Then he rides away.

Complete quest 46. Gain quest 44. Four characters gain venom. Return to the map.

108

If you have adventure card 104 (Venme), turn to 108.4.

You land in a foggy canyon near a rolling river. A small cottage sits in the grass, the plaster cracked and crumbling. Roots and herbs hang from a drooping line, and a woman sits nearby, weaving a basket.

"That's a very nice airplane you've got there," she says.

Ezarius raises an eyebrow. "And how do you know about airplanes?"

"My grandfather was from Earth. And eight years ago I traveled on a lost ship from there. The crew told me all about airplanes."

"A ship from Earth? Did they ever get back home?" asks Jessie.

"If they did, it means they found the totems they were looking for. Is that what you're here for too?" says the woman, setting down the basket. She sighs when she sees the expectant looks on your faces.

"I think I can help you. But I want you to take me back to Earth. I've always wanted to see what it was like."

"Even if can't come back?" says Miguel, surprised. "You wouldn't miss anyone?"

"There's nothing left for me here. It's time for something new," says the woman. She says her name is Venme and tells you how a totem that belonged to her grandfather ended up stolen by a group of villagers nearby.

A. Navigate the fog at the base of the canyon to reach the village.

SAVVY 9

Fail: -5 health and gain venom. (A scorpion hiding in the rocks stings you.)

(Turn to 108.1)

B. Climb the cliff near a waterfall to get to the village.

STRENGTH 14

Fail: -12 health.

(Turn to 108.2)

108.1

The village lies in steppes at the top of the canyon where slate houses wear mossy roofs like fat caps. In the town square, a man in a rusty breastplate confronts you while a ragtag group of villagers and beasts looks on.

"Venme, I said you can't have the stone. We need it to help our gardens grow!" he bellows.

"You don't need it, Ergom. Its power is long gone. Your gardens suffer from neglect and nothing more," says Venme. "That totem is worthless to you, and I'd like it back, if you don't mind."

The man looks at your crew. "I see you brought mercenaries. So, you'll take it from us by force?"

"That's up to you."

"If we don't teach you a lesson now, you'll keep coming back!"

COMBAT 1, 5, 41, 42 (Level 7)

You may run from this combat at the end of any enemy phase. If you do, return to the map.

(If you defeat the enemies, turn to 108.3)

108.2

Behind the waterfall, as you climb, you find a jar of honey.

Gain 2 sand honey, 1 torch, and 1 whiskey.

(Turn to 108.1)

108.3

The villagers retreat, and you corner the man in the rusty breastplate at the edge of a cliff. A waterfall roars behind him, disappearing into the mist below. He grips the totem in his bloodied hand and reaches out over the falls.

"If we can't have it, neither can you!" he screams. Without a pause, he throws the totem into the waterfall, then looks back at you with venomous satisfaction.

Venme sighs. "Why did you have to go and be so dramatic? It wasn't worth it, anyway. It has no power."

"You lie!" says the man.

"Listen, I'm leaving this canyon," says Venme. "My house is filled with seeds and my garden has rich soil. Use what you can to help your village."

The man shakes his head, a dumbfounded look on his face, and you return to the plane.

Gain adventure card 104 (Venme). Draw 1 ability card and gain 1 tundra berry. Return to the map.

108.4

You find Venme's cottage filled with villagers from the cliff town nearby. "We've had great success with our gardens," says the man in the rusty breastplate. He gives you some vegetables.

Gain 1 ogroot. Return to the map.

109

"But can we trust Meecra?" Miguel's words to Ed reach your ear, and you stop to listen. "What's to stop her from taking all the totems we find and leaving us to rot in the mountains while the God Eye closes?"

"Henrik told us what would happen if we tried to fly through the portal without her help," says Ed. "We don't have much of a choice."

Ed watches Ezarius, who is sitting quietly out of earshot. "I'm more worried about our Lukran friend over there. He's been holding his cards close to the chest. Let's hope he plays a hand in our favor when all of this is over."

Later that night, as you sit down to rest near the coals of your campfire, Meecra's pearl eyes and starry-night hair glint from the shadows.

"You defeated Orfash once, but he will attack us again before this is all over. With the power of the totems, we can defeat him and remove your curse. Do you still have hallucinations?"

"Yes, but they're not as common," you tell her.

"This is a good sign. It means Orfash's strength is waning as well. When you have restored at least five totems, meet me at the graveyard of flying machines north of Shorme's Geysers."

Meecra disappears as the moon hides behind a cloud.

Complete quest 131. Gain quest 132. Gain 1 tundra berry. Return to the map.

110

Meecra visits you at dusk, her eyes like moonlight shining in the dim.

"Orfash put a curse on Claire. Why didn't you help us? Can you heal her?" says Miguel.

Meecra examines the curse-wound that still burns on your neck. "I cannot cure this wound in my current state. And I'm sorry I couldn't help you face Orfash. I was too weak and he would have killed me."

"Why are you so weak? What happened to the gods? Weren't they strong?" asks Miguel.

"Yes, they were, in ancient times, and they were strong when the gods were awakened by the Earth woman named Sofi Odessa eight years ago. But a group called the Red Heretics found a way to weaken the gods by destroying their totems. Most of them are Alzarrian, but members of many nations are secret Red Heretics. They search the world over for more totems, for they wish to destroy the gods forever," says Meecra.

"But if the Red Heretics kill you, we won't be able to get home," says Jessie.

Ezarius looks uncomfortable. "Yes, but we need not worry about them. They're far away from here."

"Not so far. They often hide who they are, but you'll meet many of them in this land," says Meecra, pausing to look at each of you. "I fear you must defeat Orfash if you wish to remove this curse. My visions tell me he has gone to the boiling lake in the northeast to meet with Shorme, the goddess of earth and fire."

Before leaving, Meecra gives you another dormant totem, a mysterious crystal, a map, and a sword made of coral.

Complete quest 129. Gain quests 126, 130, and 208. Gain adventure cards 130 and 133. Return to the map.

111

If keyword CATS, turn to 111.7.
If keyword BLIND, turn to 111.8.
If keyword HISTORIAN, turn to 111.9.

Rust-red cliffs jut out of the desert, like stone puzzle pieces in a giant sandbox. Eugene points out a flat patch on one of the cliffs to land on, though you barely miss a few of the twisted, dead trees when the wheels hit the rough runway.

"The mud seer said to look beneath the blind eye," says Miguel. "You don't suppose she was speaking literally?"

"Not sure," says Jessie, climbing down from the plane. "Maybe whoever lives over there would know."

A small pyramid sits on an adjacent cliff, built of the same rusty stone. The construction is sloppy; a drunk snake could slither a straighter line than the edges and corners of the structure. There's a large gap between your side and the rock spires that hold the pyramid on their red shoulders.

A. Create a bridge with the dried trees to reach the pyramid.
CRAFT 11
Fail: -16 health. (Your makeshift bridge falls apart, sending you plummeting to the sand below.)
(Turn to 111.1)

B. Climb down to the sand below and then find a way up to the pyramid.
STRENGTH 13
Fail: -8 health. (While climbing, you slip and tumble to a ledge not far below.)
(Turn to 111.1)

111.1

Sweat drips from your face and slaps the stones at the entrance of the pyramid, a dark slit letting you spy the bone-littered floor within.

"Come in," says a reedy voice.

Jessie hesitates, holding her baseball bat in a white-knuckled grip, and edges forward. An old hag sits inside, her arms and hands so long they reach all the way past her chair to the floor, resting on the dirty tile. Ratty hair runs to her navel and in her snakeskin face are two dark sockets where eyes should be, blood dripping, constantly dripping from the withered lids. Miguel gasps.

"What are you?" asks Ezarius.

The hag laughs. "Oh, don't be put off by my appearance, young ones. To many, I'm considered beautiful. At least I was, until my eye was stolen."

You glance at the bones littering the floor—rat and bird mostly. "Don't you ever clean the place?" you ask.

"Yes, but it's much more difficult when I'm missing my eye. And I'm not the one who leaves the bones. It's my pets, you see. They need help, and I take care of them, though they don't like strangers, so they're hiding now." The hag sweeps the floor with her large hands, brushing bones away from her stone chair. "But I know why you've come. The mud seer sent you, didn't she? Sent you to get a totem. But I won't part with it unless you help me get that eye back from the historians."

Ezarius folds his arms. "You mean there are others around here? Who would live in this dead place?"

"Yes, they call themselves historians. They say they have come to study the ancient gods. But they hunt my pets and they stole my eye, so I don't like them."

A. Help the hag reclaim her eye.
(Turn to 111.2)

B. Threaten the hag and tell her to give you the totem she has.
(Turn to 111.10)

111.2

The hag tells you where the historians are camped, and you follow the maze of canyons until you reach an expanse of cracked earth. By now, the sun is turning the cloudless sky orange, and you soon see the camp ahead. White tents and wooden houses rest at the foot of a boulder.

A sudden shout pierces the silent dusk. In moments, men and women in tall caps pour out of the camp and surround you, pointing loaded crossbows at your throats.

"The University of Lukra sent you, didn't they? Go back and tell them they cannot stop our quest for knowledge," says one of them.

Jessie throws a confused look at Ezarius, who shakes his head. "You have it all wrong. I'm simply a trader. We've heard that you have a hag's eye, and we're willing to negotiate for it."

The historians mutter to themselves. One of them spits on the ground. Another takes a book from his pocket and tears a page from it, at horrified gasps from his colleagues.

"The desert witch! As soon as we got here she sent her creatures after us. They've killed many of our best scholars. And we've come peacefully, simply to study this place and find secrets about the ancient gods. And she lets her pets eat our dead. Did she mention that?"

Another scholar steps forward with a small purse. "Listen strangers, if you leave us and return to where you came from, I can give you something for your trouble."

A. Take their payment.
(Turn to 111.3)

B. Fight them.
COMBAT 61, 62, 63, 64 (Level 8)
You may run from this combat at the end of any enemy phase. If you do, gain quest 147 and return to the map.
(If you defeat the enemies, turn to 111.4)

C. Take their payment and then attempt to sneak back later and steal the eye.
CUNNING 17
Fail: Turn to 111.5.
(Turn to 111.6)

111.3

You take their payment and leave the camp. On your way back, in the deepest shadows of night, vicious cats with glowing eyes attack you. You try to fight back, but the cats are too quick.

You flee to the plane and hide inside until morning.

Gain quest 145. -10 health and gain frightened. Gain 1 fire quartz and 1 ice diamond. Return to the map.

111.4

The historians surrender, muttering promises to hand over the eye. One of them returns from a tent with a canvas bag, the bottom crimson, wet, and oozing.

"It never stops bleeding," says the scholar, tossing it with a revolted shiver.

When you return to the pyramid and hand over the bag to the hag, she takes the veiny organ from the canvas bag and swallows it whole."

"Can't use that one anymore, but now it'll grow back," she says. Jessie backs away, her face skewed in disgust.

"My pets will retrieve the totem for you," says the hag as the room is filled with the pattering of hundreds of little feet. One by one, thin, deadly cats appear, their glowing eyes watching you. One of them drops a rough pebble covered in runes at your feet.

"You're welcome back anytime!" says the woman, waving with massive a hand while brushing her grey hair from her face.

Gain quests 146 and 151. Gain 1 meat, 1 torch, 1 tundra berry, 1 bloodflower, and 1 gergon leaf. Return to the map.

111.5

Gain 1 fire quartz and 1 ice diamond.

After accepting payment, you sneak back in the dark of night, but the historians catch you!

COMBAT 61, 62, 63, 64 (Level 8)
You may run from this combat at the end of any enemy phase. If you do, gain quest 147 and return to the map.
(If you defeat the enemies, turn to 111.4)

111.6

Gain 1 fire quartz and 1 ice diamond.

After accepting payment, you sneak back in the dark of night. You find the eye in a wooden chest, inside a canvas bag, the bottom crimson, wet, and oozing.

When you return to the pyramid and hand over the bag to the hag, she takes the veiny organ from the canvas bag and swallows it whole.

"Can't use that one anymore, but now it'll grow back," she says. Jessie backs away, her face skewed in disgust.

"My pets will retrieve the totem for you," says the hag as the room is filled with the pattering of hundreds of little feet. One by one, thin, deadly cats appear, their glowing eyes watching you. One of them drops a rough pebble covered in runes at your feet.

"You're welcome back anytime!" says the woman, waving with massive a hand while brushing her grey hair from her face.

Gain quests 146 and 151. Gain 1 meat, 1 torch, 1 gergon leaf, and 1 ice diamond. Return to the map.

111.7

As you leave the plane, cats watch you with shining eyes from the shadows of the rocks.

"I'm not going out there again," says Miguel, watching the creatures through a window.

Return to the map.

111.8

You visit the scaly hag in the pyramid again. "Hello children. I can see you now." She blinks at you with a copper-colored eye. Before you know it, you're surrounded by cats with glowing eyes. One of them drops a recent hunt at your feet.

Gain 1 meat. Return to the map.

111.9

You return to the hag empty-handed. "I'm afraid the historians up and left. I hold little hope of finding my eye again."

Gain low morale. Return to the map.

111.10

The had smacks you with her long, wriggling fingers. "You can help me or leave, but either way I'm getting an eye back!" She reaches toward your face with dirty fingernails.

"No! We'll help you!" says Miguel, his features twisted in disgust and horror.

-1 health.
(Turn to 111.2)

112

Wandering Encounter (See opposite page.)

113

Wandering Encounter (Turn the page.)

114

As you fly in, you can see the smoke and flames from above—the village of Pran is on fire.

Ezarius is unable to take his eyes away from the burning town. "Hurry, please! There are so many people down there!"

But as you rush to the village's aid, you're blocked just outside the gates by a group of robed figures, their indistinct bodies bristling with weapons of all sorts. A towering man steps forward. Underneath his hood, he has the face of a bull. When he speaks, his voice is a low rumble.

"Turn back! This village suffers a just punishment for harboring heretics. We will allow no interference."

Before you have time to respond, Ezarius shouts a curse, pulls out his weapon, and charges forward.

COMBAT 71, 72, 73 (Level 6)

You may not run from this combat. If you are defeated, return to the map.
(Turn to 114.1)

114.1

The cultists defeated, Ezarius picks up the axe of the fallen bull-man and tosses it to you.

"Let's go," he growls, before running forward into the smoldering town.

It takes the rest of the night, but working together with the villagers you manage to put out all the fires and chase away the remaining cultists. But Ezarius still looks unsettled. He stares into every face and every corner, looking for something or someone he cannot find.

Jessie watches his continued panic with sympathy. "Is there anything more we can do to help?"

Ezarius looks like he's about to answer, but he changes his mind, closing himself off again. He turns away. "It's been a long night and you've all done so much already. You should all get some rest. I can keep searching on my own."

"Nonsense," says Ed, although he's visibly exhausted. "If there's work that still needs to be done, we'll do it."

Gain adventure card 129 (Mythan Axe).
(Turn to 114.2)

114.2

Wandering Encounter (Turn the page.)

Study the Pann maps.
6 Fail: no reward
Quest card 148

Barter with a trader.
6 Fail: no reward
Quest card 150

Help build a skull house.
6 Fail: -4
Adventure card 10

Befriend an herbalist.
5 Fail: no reward
Adventure card 11

Search the shoreline.
7 Fail: -7
Quest card 20

Talk to the Pann elder.
Quest card 149

Reach the far gate.
7 Fail: -7
Quest card 154

Loot the remains.

Search the skeleton.
6 Fail: -7
Adventure card 12

Repair the chain whip.
7 Fail: -5
Adventure card 115

Hunt outside the walls.

Break the stone box.
7 Fail: no reward
Quest card 155

Translate the wall runes.
7 Fail: no reward
Quest card 153

When all characters have been placed, gain quest 191 and read it aloud.

114.2

Loot the camp.
Draw fate, if 1-4, gain madness.

Search for more survivors.
5 Fail:
Quest card 190

Investigate cultist camp.
6 Fail:
Quest card 192

Search the town hall.
4 Fail: no reward

Help repair house.
5 Fail: -4

Break into the basement.
8 Fail:
Quest card 193

115

As you try to hand out pamphlets to passersby, talking loudly about the evils of King Trusiam, the people of Meriok largely ignore you. Some of them glance at you and roll their eyes before hurrying on. Some of them give you a more sympathetic look, but they still won't stop to talk to you.

Finally, a young man comes up and claps you on the back. "Hey, folks. We appreciate what you're doing here, but most of the citizens of Meriok have already heard of us and what we're doing. Plus, it can be pretty dangerous to openly show interest in the rebellion this close to the city. Here." The young man takes the stack of fliers from you.

"I'll put these somewhere where people are more likely to accept them. Secretly, of course. Maybe it will still make a bit of a difference. I know a few fence-sitters who might be interested in what our philosophers have to say. Thanks again for helping out! We appreciate our volunteers, even when they're a bit misguided."

As soon as the young man is out of sight, Ed sighs. "That kid sure was condescending. At least we got that humiliating task over with."

Lose quest 177. Gain quest 180. Mark 1 box on the Stormlock City Rebels track. Return to the map.

116

You stand in an alleyway, offering pamphlets to passersby using sideways language and careful euphemisms. But much to your surprise, the people of Tharkholm are highly receptive to your message, and bold in their declarations of support. One young woman takes a whole stack of pamphlets from you.

"My grandparents told me stories of how much worse the working conditions in the mines got after Trusiam took power, and I saw for myself how he just kept pushing the miners farther and farther, paying them less and less to do more and more work. My own father died in one of those mines, before most of them closed. It's because of leaders like Trusiam that those mines are so full of ghosts now." The young woman's eyes shine with a revolutionary fervor.

"I know exactly who will want to read these pamphlets. I may not be an official rebel, but I appreciate what you're doing. Truly."

Lose quest 177. Gain quest 180. Gain 1 whiskey. Mark 2 boxes on the Stormlock City Rebels track. Return to map.

117

You spend several hours trying to catch the attention of anyone at Locifa Ironworks, but no one gives you so much as a second glance. Finally, one young man stops to talk.

"Sorry," he says. "You can leave the pamphlets on the table there, but we're all very busy. I can't guarantee anyone will ever read them, but please, grab some refreshments on your way out. I know you've been standing there a long time."

Lose quest 177. Gain quest 180. Gain 1 ogroot. Return to map.

118

The people of Milius rush back and forth, busy with their grand plans, their ambitious projects, and their get-rich-quick schemes. Almost no one spares you a second glance. A few curious intellectual-types, mostly anthropologists from Lukra University, stop to listen to you and accept the pamphlets you're handing out.

"Fascinating..." says one of the Lukrans. "Such a primitive form of political dispute. And how are you involved in all this?" This last question was directed towards Ezarius.

"I'm not involved. But I support anyone's effort to overthrow their oppressors." Despite his casual affect, there's a dangerous spark in Ezarius' eyes.

"Truly fascinating," says the Lukran scholar.

Lose quest 177. Gain quest 180. Mark 1 box on the Stormlock City Rebels track. Return to map.

119

The first Harkian you speak to nearly bites your head off before you can finish your whole explanation.

"Why involve us in your petty human squabble? Don't you know we have our own trouble to deal with?"

Miguel interjects cheerfully. "But aren't your people interested in philosophy? You see, these pamphlets..."

The Harkian pulls out his sword, and you pull Miguel away before things can escalate any further. You leave town in a hurry—you can tell when you're not wanted. But you leave the pamphlets on top of a stone wall by the side of the road. Maybe someone will pick one up and read it.

Lose quest 177. Gain quest 180. Return to the map.

120 END

If you do not have adventure card 96 (Henrik) and you also do not have keyword LOSS, gain adventure card 96.

You journey to the graveyard of airplanes. The God Eye—the portal to your home—swirls in the distant sky.

As the sun wanes and the night frogs begin their chants, Meecra watches you with white eyes from shadows as dark as an ink well.

"The time has come—the portal will close soon. Tell me you have the totems," she says, striding forward, her feet barely leaving prints on the ground.

"Yes," you say, digging into your bag. You rummage through bits of rope, matches, and notes, but you can't find the totems. Jessie pulls out her pockets and badgers Ed and Miguel, but no one has them. A smile gathers at the corner of Meecra's mouth.

"I know where they are," she says, looking at Ezarius.

He stares back silently, hesitation in his eyes and on the edge of his tongue.

"Well, then give her the totems," says Jessie. "I want to go home!"

"I can't do that," says Ezarius, now with growing determination.

"What are you talking about? Quit wasting time and give her the totems!" says Miguel.

"He won't do that," says Meecra. "You see, he is a Red Heretic. He will only use the totems to weaken the gods. Shorme destroyed his home, and he wants revenge."

Ezarius looks almost relieved at Meecra's revelation. His tensed shoulders relax a little.

"How long have you known?" he asks.

"Since we met," says Meecra. "But it didn't trouble me. I started the Red Heretics in the first place."

Ezarius returns an expression of guarded disbelief. "Why would you create something that would weaken you and all the gods?"

Meecra sighs. "I could no longer watch the world suffer. There was too much pain and death and I was willing to put myself in danger to stop it.

"Ages ago, before a great sleep fell upon us, Shorme and Valard destroyed the vast Pann empire. Now only a few pitiful nomads remain. When the gods were awakened eight years ago, they crushed nations in their rage. Shorme killed thousands in the city of Lukra. The gods have lived above mortals for too long. When I discovered the way to weaken them, I had to share it."

"Why didn't you tell us earlier?" asks Jessie.

"Orfash is already hunting me because I destroyed his temple. If the gods knew my secret, they would destroy me. I only share this with you now because I must."

Ezarius wears a troubled expression now. "What proof do you have? How can I trust you?"

"The Red Heretics have long kept the secret of how to destroy a totem. They wait to use it when the time is right. But I gave them the secret to begin with. Do you know what it is?"

"Of course," says Ezarius. "But do you?"

"Only the venom of the Hectakron can destroy a totem. And no mortal has ever procured it. Where do you think those vials in your guarded care came from. I gave them to the Heretics."

Ezarius has no reply. Meecra's evidence is enough to silence his doubts. But Miguel has other worries.

"You've lied to us this whole time," he says. "You were going to take the totems for yourself. How could you so easily betray us?"

"It did not worry me at first. But it has become a heavier burden. If what Meecra says is true, maybe we can all get what we want."

"To destroy the gods?" asks Miguel.

Ezarius shakes his head. "To destroy them completely is to become like them—cruel, destructive, heartless. I don't want to murder the gods, but I do expect them to live as equals."

"And where does that leave us?" you ask.

In a sudden explosion of flame and smoke, Orfash roars, his horns eternally burning, his eyes black with bloodlust. "Shorme! Ohmlude! Where are you?"

Two more gods appear, one of them a short, curly-haired woman with a fishing pole, the other a pale woman with obsidian hair and ember eyes.

"What's this about?" The short woman swashes the fishing pole in his face. "I have no interest in your little feud with Meecra."

Orfash snorts. "Listen, Ohmlude, I've had my suspicions for weeks, but now I'm certain. I can prove Meecra has been scheming with mortals to betray the gods." Shorme looks intrigued, watching Meecra with deadly eagerness.
(Continued on the next page.)

Ohmlude sighs. "Not this again. Why would she do something like that? She's as weak as the rest of us."

Orfash stomps the ground with a heavy hoof, sending chunks of rock and dirt in every direction. "Because she's sided with the mortals! She wants to be one of them. This Lukran she's working with is a Red Heretic!"

Ohmlude throws down the fishing pole and waddles up to Ezarius, grabbing the edge of his coat and sniffing it. "Yes! Orfash is right. This man has the smell of Hectakron venom on him. It's in one of his pockets!"

Shorme turns to Meecra, rage in her eyes. "Traitor! How dare you work against us!"

Meecra nods solemnly. "Ezarius, now is the time. Give me the totems. It's the only way we'll defeat them."

Ezarius hesitates, looking from one god to another, then throws a small pouch toward Meecra. Orfash yells and raises an axe, Shorme shakes the ground with a slammed foot, and Ohmlude picks up her fishing pole. Meecra gathers starlight from the dusky sky and throws it at the other gods, who charge at her.

Restore all health, stamina, and adventure cards. Gain adventure card 100 (Meecra). Remove 1 status effect.

Turn to BOSS 6 on the opposite page.

120.1 END

If you have fewer than 5 restored totems (9 in a long campaign), turn to 121. If you have at least 5 (9 in a long campaign), keep reading.

The gods collapse to the ground and a sulfuric cloud of smoke appears. By the time it fades away, the defeated gods have disappeared. Ezarius watches the last bit of smoke clear away, wearing an expression of disbelief.

"We beat them!" says Jessie, poking the ground where the gods had fallen with her baseball bat.

"Are they dead?" says Miguel, adjusting his glasses.

"No, not dead. They're practically mortal now though," says Meecra. "But you must hurry! The portal is about to close! Take your flying machine and go home."

Ezarius looks at you with a half-smile tinged with melancholy. "I'm going to miss you all."

"Take care of yourself, Ezarius," you say. "And thank you."

If this is your second or third campaign, turn to 122.

By now, Eugene has the engines roaring. You're the last one in the plane, and when you climb inside and shut the door, you're greeted by hopeful and fearful faces.

The plane shudders as it releases its grip on the yellow grass and soars toward the giant face in the mountain and the God Eye. The portal flickers as you grow closer, sputtering with the last moments of its life.

A sudden screech shakes the plane and pierces your ears like a knife. The Helthark's titanic shadow climbs up the mountain face; you can see it above you. It swoops down, eager to dash your plane against the cliffs.

Then an eerie song drifts over the mountain. The Helthark slows, flapping its wings laboriously. It drifts to the ground with a massive thump, asleep, just as you fly through the swirling mass of the God Eye. Home waits for you on the other side. You can feel your heart racing. Have you finally returned?

Clouds surround the plane. In a gap ahead, something tall and majestic and red stands above a glittering sea; the Golden Gate Bridge welcomes you back.

"We're home!" Jessie calls, and a cheer erupts in the back of the plane.

Miguel radios the airstrip, and by the time you land, Ruby, Ed's daughter, is waiting with teary eyes. She runs to Ed and throws her arms around his neck, then dashes to Miguel, covering him with kisses. You jump onto your motorcycle, waving at them, and race away with a burst of speed, already searching for the next adventure.

ENDING 1

See rulebook page 29 to calculate your final score and mark your achievements.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

BOSS 6: THREE GODS

(Level 14) You may not run from this combat! (If you defeat the enemies, read 120.1)

ORFASH 2 + ▲

OHMLUDE 2 + ▲

SHORME 2 + ▲

		Deal 4 damage to one.		Deal 4 damage to one.					Add 1 power to an ally.	Add 1 power to an ally.		
		1		1					3	1	3	+1
2	+1	5	1		Allies deal +2 counter damage.							
3	+1	1	+1	+1	6	3	+1	1	5	+1		
+1	1	+1		3	Heal ally 4.	2		2	1	+1		
	1	3	2	+2	+1	2	+1	+1	1			

121 END

"I'm sorry, this isn't enough to make the Helthark sleep," says Meecra, looking through the carved pebbles in her hands.

"What? Then it was all for nothing," says Jessie.

A. Attempt to fly through the portal anyway.
(Turn to 121.1)

B. Accept your fate.
(Turn to 121.2)

121.1 END

You take off and try to fly to the portal. The god eye is ahead. You're almost there! You're going to make it!

A meteoric screech rattles the plane and shakes the mountains. The Helthark throws your plane against the mountainside and it explodes. Everything you know disappears in a flash of white light.

You awaken on a flat, sandy plane. The sky is filled with stars. Ghostly beings walk along the desert toward a tunnel of light on the far horizon.

"Where are they going?" you ask a nearby spirit.

"To eternity. It's a long, long walk," they say.

"Then I'd better get started," you reply, starting the long walk through the wasteland.

ENDING 2

See rulebook page 29 to calculate your final score and mark your achievements.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

121.2 END

Panic grips Miguel when he realizes he won't be able to go home. Jessie collapses in tears. Ed sits and stares at nothing.

After many somber days, everyone accepts Ezarius' invitation to live at Lukra City, building a new life in the Wandering World.

"They're rebuilding, and it's going to be better than ever," he says. "It's the center of scientific discovery and commerce in the Wandering Sea to the south."

You live out the rest of your days in Lukra City, piloting Lukran airships to Zokmere, Alzarria, and all the way to the Sea of Broken Mirrors. And every month, the survivors from Earth gather at Ezarius' house to share a meal and memories of your old lives.

ENDING 3

See rulebook page 29 to calculate your final score and mark your achievements.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

122 END

As Eugene starts the engines of the plane, the rest of your companions climb aboard. You turn to join them, but the ground shakes underfoot. Boulders quiver as a rending sound fills the air; it's the sound of a mountain being torn to pieces.

A crevice opens in the ground. You leap out of the way and Ezarius jumps after you but isn't quick enough. He falls into the chasm, grasping at falling rocks and torn roots. As the dust clears, you see him, hanging desperately on a ledge below.

Miguel yells from the plane door. "Claire! Come on!"

Meecra stands on the far side of the chasm. Her voice, though soft, cuts through the plane engines. "This is Shorme's last strike! Go now or you won't make it through the God Eye before it closes!"

A. Stay behind and save Ezarius.
(Turn to 122.1)

B. Leave, hoping Ezarius makes it out on his own.
(Turn to 122.2)

122.1 END

"Just go without me!" you yell, slamming the plane door.

Miguel, Jessie, and Ed watch from the windows with puzzled dismay as the plane roars over the grass and into the air. You have no time for regrets, no time to wait. You climb down to Ezarius and grip his hand.

He is clearly distraught as you pull him up. "Now you're stuck her Claire. I can't live with that."

"I can," you reply, catching your breath as both of you watch the now-distant plane dip toward the winking God Eye.

A sudden screech pierces your ears like a knife. The Helthark's titanic shadow climbs up the mountain face; you can see it above you. It swoops toward the plane like a hawk hunting a finch.

An eerie song drifts over the mountain. The Helthark slows, flapping its wings laboriously. It drifts to the ground with a massive thump, asleep, just as the plane flies through the swirling mass of the God Eye.

Ezarius takes you to Lukra, where you help rebuild the city and spend the rest of your days piloting a Lukran airship to Zokmere, Alzarria, and all the way to the Sea of Broken Mirrors.

ENDING 4

See rulebook page 29 to calculate your final score and mark your achievements.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

122.2 END

You leave Ezarius, hoping Meecra will save him and climb aboard the plane.

The plane shudders as it releases its grip on the yellow grass and soars toward the giant face in the mountain and the God Eye. The portal flickers as you grow closer, sputtering with the last moments of its life.

A sudden screech shakes the plane and pierces your ears like a knife. The Helthark's titanic shadow climbs up the mountain face; you can see it above you. It swoops down, eager to dash your plane against the cliffs.

An eerie song drifts over the mountain. The Helthark slows, flapping its wings laboriously. It drifts to the ground with a massive thump, asleep, just as you fly through the swirling mass of the God Eye. Home waits for you on the other side. You can feel your heart racing. Have you finally returned?

Clouds surround the plane. In a gap ahead, something tall and majestic and red stands above a glittering sea; the Golden Gate Bridge welcomes you home.

"We're back!" Jessie calls, and a cheer erupts in the back of the plane.

Miguel radios the airstrip, and by the time you land, Ruby, Ed's daughter, is waiting with teary eyes. She runs to Ed and throws her arms around his neck, then dashes to Miguel, covering him with kisses. You watch the sun dip below the far horizon of the ocean, thinking about Ezarius, hoping he made it, though you'll never know for sure.

ENDING 5

See rulebook page 29 to calculate your final score and mark your achievements.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

123 END

You fasten the three pieces of the spear together. Purple energy swirls from the stone and surrounds the weapon.

"We have the spear! We can destroy the Helthark if we want to. We don't need Meecra or the totems anymore," says Jessie.

As you hold the glowing weapon, a sudden darkness gathers around you. Two moonlight eyes emerge from a thickening cloud, which clears to reveal Meecra.

"This could have devastating effects on our worlds," she says. "If you kill the Helthark, I fear the God Eye would close before you are ready. The God Eye and the Helthark are intrinsically linked."

"How do we know for sure? Of course you don't want us to use the spear," says Ed. "You want the totems."

Meecra folds her arms. "I believe I can use the power of the spear, instead of the totems. And we won't need to kill the Helthark."

Move the Claire token immediately to location 80 on map 13, then turn to 123.1.

123.1 END

You journey to the graveyard of airplanes. The God Eye—the portal to your home—swirls in the distant sky.

As the sun wanes and the night frogs begin their chants, Meecra watches you with white eyes from shadows as dark as an ink well.

"The time has come—the portal will close soon. Give me the spear," she says, striding forward, her feet barely leaving prints on the ground.

Ezarius holds the spear. "You can't have it," he says.

"Quit wasting time and give her the spear!" says Miguel.

"He won't do that," says Meecra. "You see, he is a Red Heretic. He will only use the spear to destroy the gods. Shorme destroyed his home, and he wants revenge."

Ezarius looks almost relieved at Meecra's revelation. His tensed shoulders relax a little.

"How long have you known?" he asks.

"Since we met," says Meecra. "But it didn't trouble me. I started the Red Heretics in the first place."

Ezarius returns an expression of guarded disbelief. "Why would you create something that would weaken you and all the gods?"

Meecra sighs. "I could no longer watch the world suffer. There was too much pain and death and I was willing to put myself in danger to stop it.

"Ages ago, before a great sleep fell upon us, Shorme and Valard destroyed the vast Pann empire. Now only a few pitiful nomads remain. When the gods were awakened eight years ago, they crushed nations in their rage. Shorme killed thousands in the city of Lukra. The gods have lived above mortals for too long. When I discovered the way to weaken them, I had to share it."

"Why didn't you tell us earlier?" asks Jessie.

"Orfash is already hunting me because I destroyed his temple. If the gods knew my secret, they would destroy me. I only share this with you now because I must."

Ezarius wears a troubled expression now. "What proof do you have? How can I trust you?"

"The Red Heretics have long kept the secret of how to destroy a totem. They wait to use it when the time is right. But I gave them the secret to begin with. Do you know what it is?"

"Of course," says Ezarius. "But do you?"

"Only the venom of the Hectakron can destroy a totem. And no mortal has ever procured it. Where do you think those vials in your guarded care came from. I gave them to the Heretics."

Ezarius has no reply. Meecra's evidence is enough to silence his doubts. But Miguel has other worries.

"You've lied to us this whole time," he says. "How could you so easily betray us?"

"It did not worry me at first. But it has become a heavier burden. If what Meecra says is true, maybe we can all get what we want."

"To destroy the gods?" asks Miguel.

Ezarius shakes his head. "To destroy them completely is to become like them—cruel, destructive, heartless. I don't want to murder the gods, but I do expect them to live as equals."

"And where does that leave us?" you ask.

In a sudden explosion of flame and smoke, Orfash roars, his horns eternally burning, his eyes black with bloodlust. "Shorme! Ohmlude! Where are you?"

Two more gods appear, one of them a short, curly-haired woman with a fishing pole, the other a pale woman with obsidian hair and ember eyes.

"What's this about?" The short woman swashes the fishing pole in his face. "I have no interest in your little feud with Meecra."

Orfash snorts. "Listen, Ohmlude, I've had my suspicions for weeks, but now I'm certain. I can prove Meecra has been scheming with mortals to betray the gods." Shorme looks intrigued, watching Meecra with deadly eagerness.

Ohmlude sighs. "Not this again. Why would she do something like that? She's as weak as the rest of us."

Orfash stomps the ground with a heavy hoof, sending chunks of rock and dirt in every direction. "Because she's sided with the mortals! She wants to be one of them. This Lukran she's working with is a Red Heretic!"

Ohmlude throws down the fishing pole and waddles up to Ezarius, grabbing the edge of his coat and sniffing it. "Yes! Orfash is right. This man has the smell of Hectakron venom on him. It's in one of his pockets!"

Shorme turns to Meecra, rage in her eyes. "Traitor! How dare you work against us!"

Meecra nods solemnly. "Ezarius, now is the time. Give me the spear. It's the only way we'll defeat them."

Ezarius hesitates, looking from one god to another, then throws the spear toward Meecra. Orfash yells and raises an axe, Shorme shakes the ground with a slammed foot, and Ohmlude picks up her fishing pole. Meecra points the spear at the three of them and they freeze.

"This is the Starspear, and I will destroy you with it," she says with a solemn expression.

"You wouldn't dare use it," snarls Orfash.

"Would I not? After what you've all done to the people of this world?"

Ohmlude snaps her fingers suddenly and disappears in a flash. The earth opens and swallows Shorme, and Orfash roars in fury, disappearing in a cloud of smoke.

Meecra chuckles to herself, leaning against the spear. "At least now I can make sure the rest of them behave themselves." She turns to you. "Claire Smith, the portal is about to close! Take your flying machine and go home."

Ezarius looks at you with a half-smile tinged with melancholy. "I'm going to miss you all."

"Take care of yourself, Ezarius," you say. "And thank you."

By now, Eugene has the engines roaring. You're the last one in the plane, and when you climb inside and shut the door, you're greeted by hopeful and fearful faces.

The plane shudders as it releases its grip on the yellow grass and soars toward the giant face in the mountain and the God Eye. The portal flickers as you grow closer, sputtering with the last moments of its life.

A sudden screech shakes the plane and pierces your ears like a knife. The Helthark's titanic shadow climbs up the mountain face; you can see it above you. It swoops toward you, eager to dash your plane against the cliffs.

An eerie song drifts over the mountain. The Helthark slows, flapping its wings laboriously. It drifts to the ground with a massive thump, asleep, just as you fly through the swirling mass of the God Eye. Home waits for you on the other side. You can feel your heart racing. Have you finally returned?

Clouds surround the plane. In a gap ahead, something tall and majestic and red stands above a glittering sea; the Golden Gate Bridge welcomes you home.

"We're back!" Jessie calls, and a cheer erupts in the back of the plane.

Miguel radios the airstrip, and by the time you land, Ruby, Ed's daughter, is waiting with teary eyes. She runs to Ed and throws her arms around his neck, then dashes to Miguel, covering him with kisses. You jump onto your motorcycle, waving at them, and race away with a burst of speed, already searching for the next adventure.

ENDING 6

See rulebook page 29 to calculate your final score and mark your achievements. The completed Starspear is worth 30 points.

If you have more boxes checked on the King Trusiam track than the Stormlock City Rebels track, read 124. If you have more boxes checked on the Stormlock City Rebels track than the King Trusiam track, read 125. If both tracks have no checked boxes, or they have an equal number of checked boxes, there is no effect.

124 END

In a desperate last stand, the rebels hold out at their hideout in the sewers beneath Stormlock City. Emboldened by his allies, King Trusiam orders a vicious assault to crush the remaining rebels. He goes on living for years, furthering Stormlock City's decay and misery, until a new dictator claims the throne.

Gain quest 51.

125 END

In a desperate final battle, the rebels launch an assault on King Trusiam's palace in Stormlock City. Emboldened by the unrest of the citizens, the rebels put King Trusiam in the dungeons and start a new government of elected officials. Stormlock City reclaims the grandeur and power it once had.

Gain quest 64.

126 RIDDLE ROCK

A maze of trees lies before you—their branches rich and full of dark needles. One piercing, blue light glints from the forest—a cold star in a green firmament. You enter the forest, trying to follow the light's path, but it eludes you, dancing among the trees like an image in a house of mirrors. At the edge of the forest, you find a stone tablet with this inscription:

I bathed within the crystal lake
And washed in falling water.
I basked in moonlit midnight,
And then continued farther.
I found my father waiting.
His boughs were green and great.
And under his dark forest,
The gem you seek awaits.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the numbers. Write your answer as a number on your journey log and turn to 136. Make sure to only look at paragraph 136, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

127 RIDDLE ROCK

A riddle stone lying flat in the earth is worn and cracked, but the verse is still legible.

One watery west I find is best.
One hill in the southern sky.
One home to the harkians, long of mouth.
A dozen tall towers reigning high.
Bring me back home where the trees are many.
Home where the winds are few.
Where two stones stand on the path that winds
Back, my one love, to you.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the numbers. Write your answer as a number on your journey log and turn to 137. Make sure to only look at paragraph 137, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

128 RIDDLE ROCK

South 1 There's little sun.
East 4 Through the door.
North 3 More to see.
West 2 Day is through.
Find me at the tree.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the numbers. Write your answer as a number on your journey log and turn to 138. Make sure to only look at paragraph 138, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

129 RIDDLE ROCK

SW+SE+NE-NW-E=?

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the map and the numbers. Write your answer as a number on your journey log and turn to 139. Make sure to only look at paragraph 139, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

130 RIDDLE ROCK

Far away across the canyon, a tall, old woman stands.
Her laughter peels across the land.
"They surrounded us, but they did not find the prize.
We hid it just in time.
They'll never find it, not with all their digging.
We tried to inspire them with this riddle,
But all the clues went over their heads.
Those miners with their minds on the ground—
They'll never see above the clouds of their own ignorance.
What a clanging there will be
When we're free to fly away with our treasure."

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the numbers. Write your answer as a number on your journey log and turn to 140. Make sure to only look at paragraph 140, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

131 RIDDLE ROCK

How many mountains? How many mountains? What number is the mountain.
How many mountains? How many mountains? Two numbers are the mountain.
How many mountains? How many mountains? This number is the mountain.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the numbers. Write your answer as a number on your journey log and turn to 141. Make sure to only look at paragraph 141, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

132 RIDDLE ROCK

At our lowest point we found the diamond. It was just as high as it was cold. And the view of death made us shiver, until we turned around and saw deliverance.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape. Write your answer as a description of all numbers and symbols on your chosen atlas square. Write this on your journey log and turn to 142. Make sure to only look at paragraph 142, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

133 RIDDLE ROCK

I was delirious, frozen and frostbitten, stiff with fear and paralyzing hunger. I could only take one step at a time.

Down, down I went. Down to the mountain range. Right into danger, right in a valley of snow, I looked up at three icy fingers. As I gazed, I left my body and went flying through the clouds.

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape. Write your answer as a description of the number(s) and/or symbol(s) in your chosen atlas square. Write this on your journey log and turn to 143. Make sure to only look at paragraph 143, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

134 RIDDLE ROCK

Three little children yelling at their mother. "Cake! Cake!" screamed the youngest, jumping up and down in front of his mother. "Ice cream! Ice cream!" wailed the middle child, who draped herself across the floor in white, wet tears. "Why not both?" yelled the oldest child. "Cake and ice cream. Cake and ice cream to please us all!" But he was too far from his mother, and she could not see or hear him. Instead, she opened one eye and winked the other. Then she declared, "Cake it is. Cake it will be. Cake for you, and cake for me!" But secretly, there was only one thing she wanted. What was it?

Attempt to solve the riddle. The answer lies on the open atlas pages. Look at the landscape and the symbols. Write your answer on your journey log and turn to 144. Make sure to only look at paragraph 144, as other riddle answers are nearby. You only have one try. If incorrect, you cannot try again.

135

The Helthark has found you! You must escape or crash. Fly your plane through the treacherous mountains and outmaneuver the pursuing Helthark.

AIR CHASE MINI GAME

To set up, place the airplane token and the Helthark token on the start space. To win, you must reach the last space on the track. You immediately lose if you ever reach 0 plane health. Place a damage token on the "+0" on the Helthark power track. Place a damage token on the 5 on the plane health track.

Each turn, draw 1 ability card for the Helthark, then draw 1 ability card for the plane. Repeat this until you win or lose.

When you draw a card for the Helthark, you must place it under one of the 3 Helthark action spaces (the first 3 spaces on the left side).

When you draw a card for the plane, you must place it under one of the 3 plane action spaces (the 3 spaces on the right side).

Each action automatically activates when certain conditions are met. Only look at the fate number on the ability cards. When an action activates, perform the action and discard all ability cards under the action.

Helthark First Action: This activates when there are 2 pair of matching fate numbers or 3 of the same fate number. This space may never contain more than 2 different number values. For example, if you have already placed a 3 and a 5, then you may only place 3s and 5s until the action activates and all cards are discarded.

If you place 2 pair, move the Helthark back 1 space on the track. If 3 of a kind, move the token on the Helthark power track 1 space to the right, then move the Helthark 2 spaces forward. If at any time the Helthark is on the same space as the plane, deal 1 damage to the plane for each move the Helthark has left. If you can do none of these things, simply discard the cards but take no action.

Helthark Second Action: This activates when there are fate numbers with a sum of 8 or greater. Move the Helthark token to the plane's current space, then deal 1 damage to the plane.

Helthark Third Action: This activates when there are fate numbers with a sum of 12 of greater. Move the Helthark 3 spaces. If at any time the Helthark is on the same space as the plane, deal 1 damage to the plane for each move the Helthark has left.

Plane First Action: This activates if there are 2 cards with a sum less than 8. Move the plane 1 space. If the sum of fate numbers is ever 8 or greater, it is a bust and the cards are discarded and no action is taken.

Plane Second Action: This activates if there are 3 cards with a sum less than 11 or greater than 16. Move the plane 2 spaces. If the sum of fate numbers is from 11 to 16, it is a bust and you must discard all cards here and take no action.

Plane Third Action: This activates if there are 4 cards with consecutive fate numbers (for example, 4,5,6,7). They MUST BE PLACED consecutively in ascending order (for example, if the current highest fate here is 4, you must place a 5 next; you may not place a 6 until you have first placed a 5). Move the plane 3 spaces.

Helthark Power: Each time the Helthark deals damage, it deals extra damage based on its power. For example, if the Helthark activated its third action and moved 1 space to the plane, it would then attack twice (1 attack for each remaining move). Each attack deals 1 damage normally, but if the Helthark had +2 power, it would deal 3 damage each attack for a total of 6!

Helthark Movement: The Helthark never moves past the plane. If it is on the same space as the plane and moves, it instead deals 1 plane damage per Helthark movement until the plane loses all health or it escapes.

Fate Number Frequency

Fate	Number of Cards
1	5
2	7
3	8
4	10
5	10
6	10
7	10
8	2

Start

Escape!

First draw 1 card for the Helthark.

+0	+1	+2	+3

Helthark Power (extra damage)

3 of a kind: Helthark gains 1 power and moves 2.

2 pair: move Helthark back 1 space.

Move to the plane and deal 1 damage.

If on the plane's space, each move deals 1 damage.

2 pair OR 3 of a kind	8+	12+

Then draw 1 card for the plane.

0	1	2	3	4	5	6

Plane Health

2 Cards (8+ Bust)	3 Cards (11-16 Bust)	4 Cards (Must be consecutive)

136

The father is the tall tree standing in the forest near location five. The answer to the riddle is the number five. If you answered correctly, gain 1 tundra berry and 1 ice diamond.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 3 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

137

The answer to the riddle is the number twenty-seven or ninety-one or both. If you answered correctly, gain 1 fire quartz and quest 159.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 5 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

138

Starting at the riddle rock, follow the directions on the map leading you to the square with the large tree. The answer to the riddle is the number ninety-five. If you answered correctly, gain 1 tundra berry and 1 ice diamond.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 6 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

139

The arrows at the edges of each page give you the numbers you seek. The answer to the riddle is the number four. If you answered correctly, gain 1 tundra berry and 1 jadeworm egg.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 8 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

140

The old woman that peels across the land, clanging above the clouds, is the bell tower. The answer to the riddle is the number forty-four. If you answered correctly, gain 1 tundra berry and 1 fire quartz.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 11 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

141

There are three mountain symbols on these open pages in the atlas. The answer to the riddle is the number thirty-three. If you answered correctly, gain 1 bloodflower and quest 9.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 13 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

142

Death lies before you in the form of a wrecked ship. The answer to the riddle is the square with 1 mountain and 1 cold obstacle. If you answered correctly, gain 1 tundra berry and 1 ice diamond.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 14 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

143

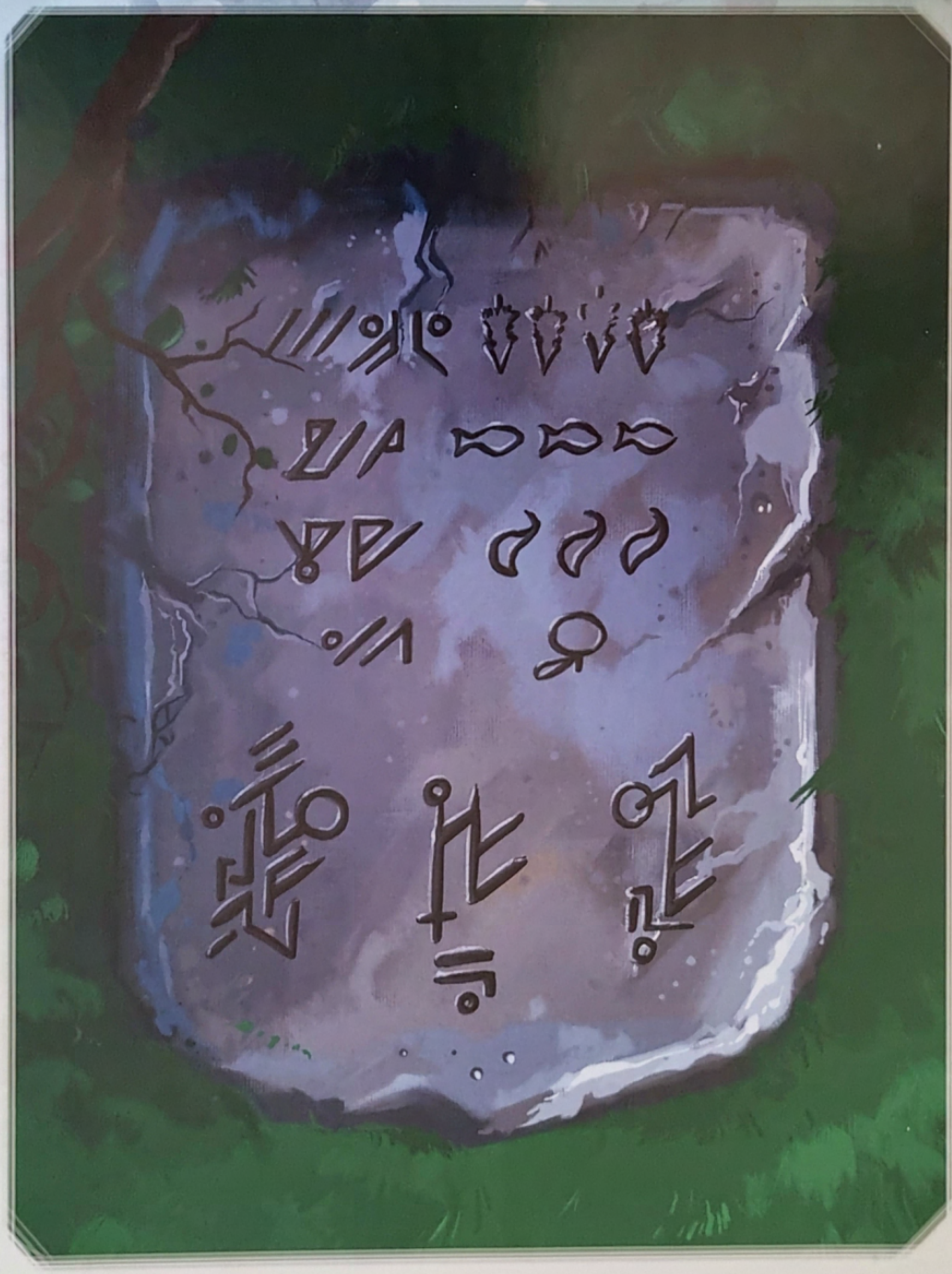
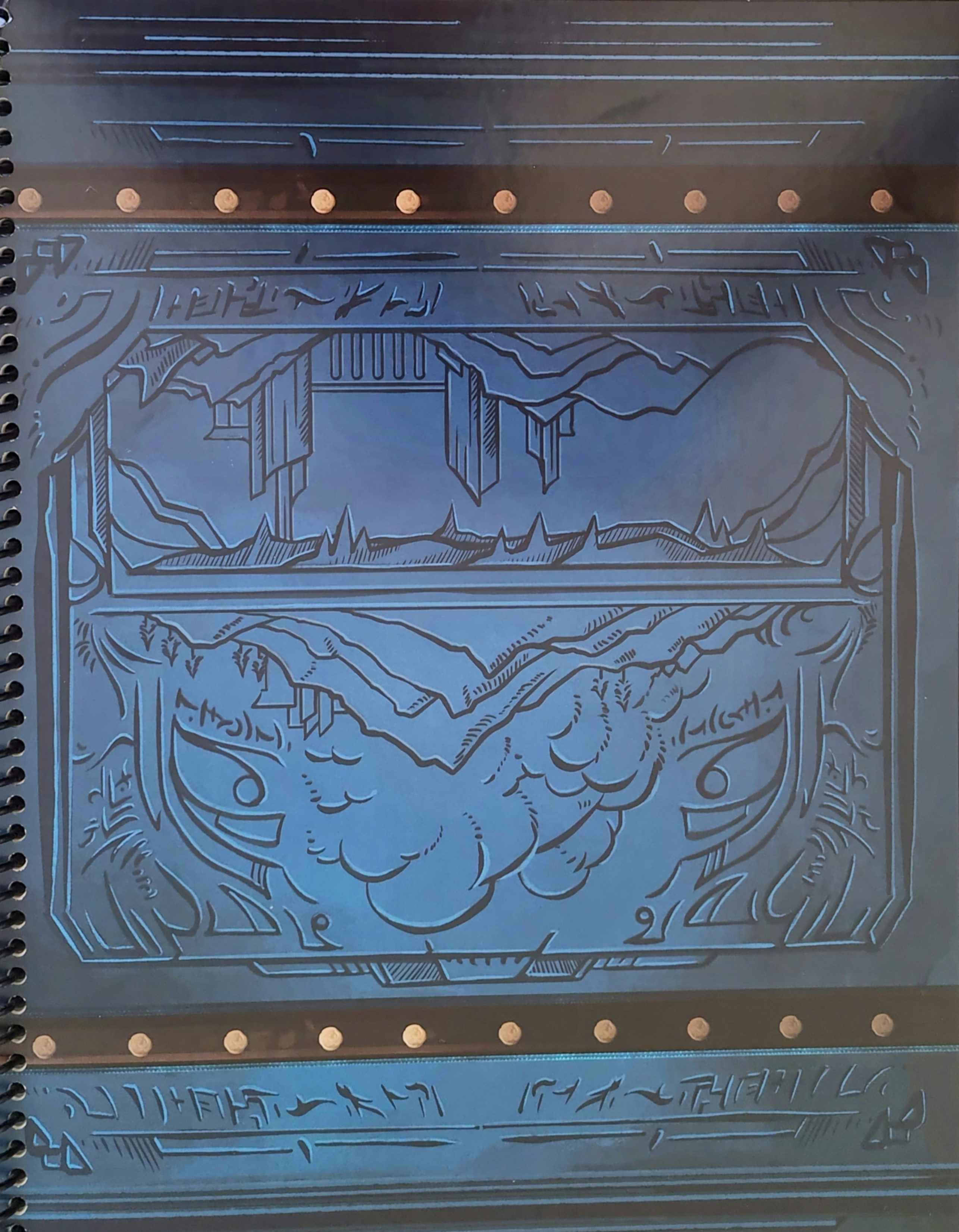
Start at the riddle rock and follow each of the following words: down, up, right, left. The answer to the riddle is the square with a landing location. If you answered correctly, gain 1 tundra berry and 1 ice diamond.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 16 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.

144

Map 18 holds all the children's request: cold symbols for ice cream, mountain symbols for cake. Map 19 shows, though the mother calls for cake, one symbol is on her mind and was the only symbol she didn't mention out loud. The answer to the riddle is ice cream. If you answered correctly, gain 1 tundra berry and 1 ice diamond.

If you solved the riddle (or failed to produce the correct answer), cross off the symbol on map page 19 on the journey log map. You may not solve this riddle again during the same campaign.

Return to the map.